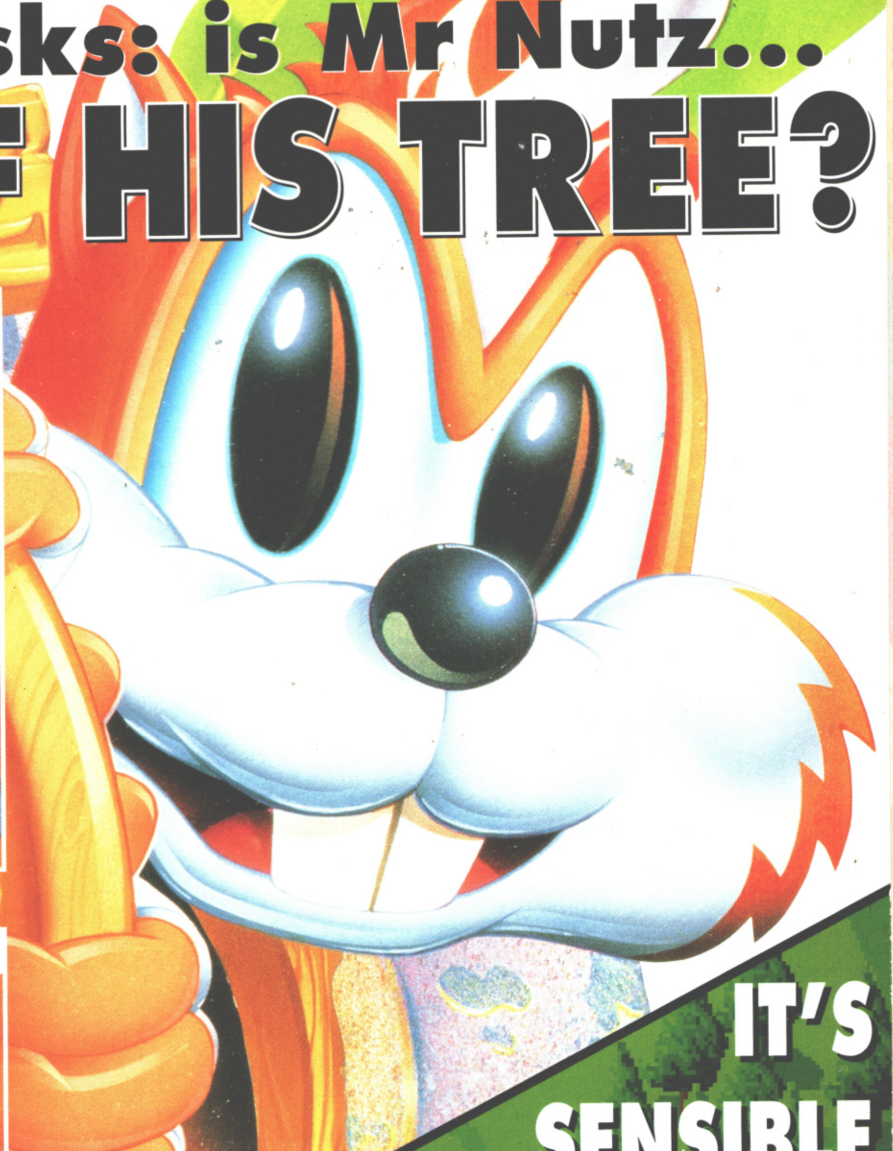
THE WORLD'S BIGGEST-SELLING AMIGA GAMES MAGAZINE

AMIGA POWER

A MAGAZINE WITH *ATTITUDE*

A nation asks: is Mr Nutz...
OUT OF HIS TREE?



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4 GAMES ON THIS DISK

SUPER OBLITERATOR

A brand-new, exclusive, 30-level game where you've got to obliterate everything. However much it begs for mercy.

disk 38

Another complete game from AP. But this time you smash, rather than obliterate. Corks!

ATOM SMASHER

PLUS! VECTOR BATTLEGROUND AND AMIGA POWER STRIKES 'N' SPARES!

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3 GAMES ON THIS DISK

CRASH TEST DUMMIES

A whole level of the wacky platform game where to win will quite literally cost you an arm and a leg. Oh yes.

AMIGA POWER

SYNDICATE MISSION

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disk 38

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IT'S SENSIBLE GOLF!

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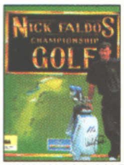
ISSUE 38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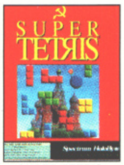
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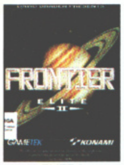
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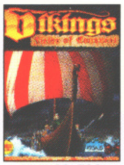
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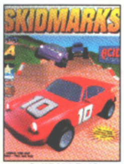
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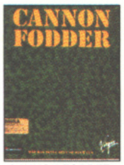
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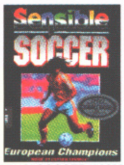
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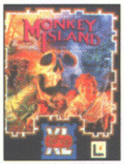
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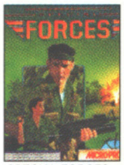
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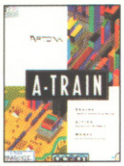
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NO12 = will not work on the A1200.

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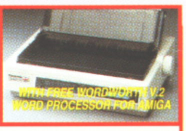

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ISSUE 38 JUNE 1994

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AND HE LIKES TO SHOOT HIS GUN
But he don't know what it means

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THE WORLD'S BEST-SELLING AMIGA GAMES MAGAZINE IS PRINTED IN THE UK

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July – Dec 1993

THIS MONTH'S MORAL:
Don't take the car – you'll kill yourself.

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10 TRUE STORIES
There're some pretty important things happening in the world of the Amiga this month. Turn to the start of our monstrous 11-page news section right now to find out what they are.

21 THE GALLUP CHARTS
Is it still *Cannon Fodder*? Or is it yet another football game? Or what?

24 YOU CAN'T SAY THAT!
A feature in which AMIGA POWER faces up to the evils of censorship, and tells those who would age-classify our software to stick their stupid ideas right up their *(You can't say that! – Ed)*

44 SUBSCRIPTIONS
Yet more fantastic free software for you to get. For free. Yes. Indeed. Mm.

48 COMPLETE CONTROL
At last! The final part of our mammoth *Cannon Fodder* playing guide. Plus (plus!) tips on *K240, Beneath A Steel Sky* and – belief-defyingly – more.

64 DIARY OF A GAME
EXCLUSIVE! We take you on a long journey from the first steps to the last birthing contraction of... *Sensible Golf*.

73 WIN (GUESS...) A CD32!
Your chance to walk away with the state of the art in CD consoles, just for thinking of something really sadistic and utterly horrible. Intrigued? You should be.

74 BACK ISSUES/MAIL ORDER
Hurry, hurry, hurry! Only a few thousand copies of Pocket Workbench And Amiga DOS Reference left! Hurry! Hurry!

82 HI HO SILVER LINING
CD32 games – get 'em while you can still get a CD32 to play 'em on.

85 PUBLIC DOMAIN
Normal service is resumed.

88 DO THE WRITE THING
Letters *from* readers, *to* readers and *by* readers. Yes. Why not read 'em?

91 THE BOTTOM LINE
Your complete buyer's guide.

96 THE SECRET GARDEN
Buy stuff *from* readers, sell stuff *to* readers, correspond – oh, you know.

98 WISH YOU WERE HERE
By popular demand – the last one. You've got no taste at all, you lot. Tch.

WELCOME TO AMIGA PO

Hello again. This box still appears to be here, so I suppose I'll have to think of some sort of regular monthly use to put it to. Like welcoming you to this issue of AMIGA POWER, perhaps, and telling how it's got absolutely everything an Amiga games player could possibly want to

read i
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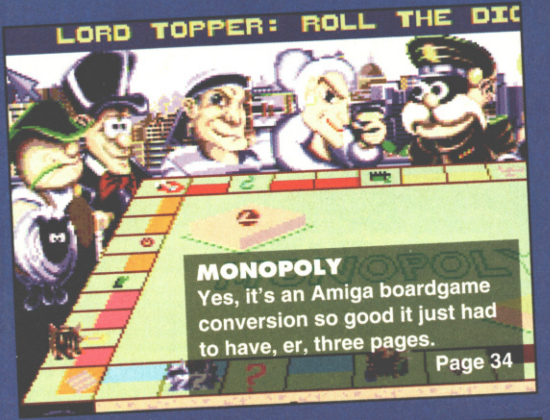
have
Jon

GAMES OF THE M



MONOPOLY
Yes, it's an Amiga boardgame conversion so good it just had to have, er, three pages.
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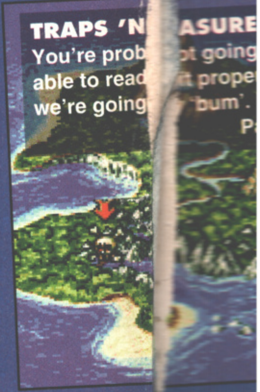

TRAPS 'N ASURE
You're prob ot going
able to read it prope
we're going 'bum'.
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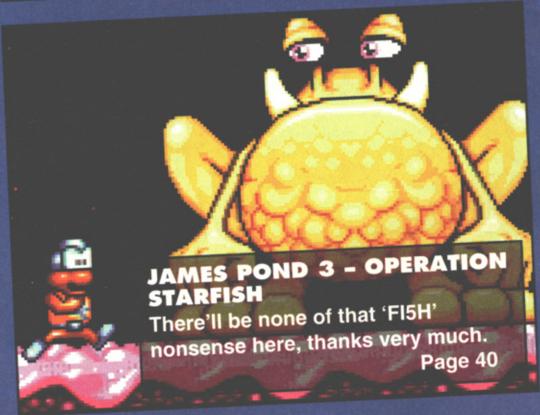

JAMES POND 3 – OPERATION STARFISH
There'll be none of that 'FI5H' nonsense here, thanks very much.
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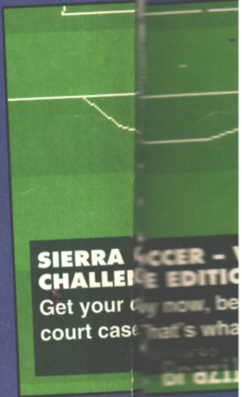

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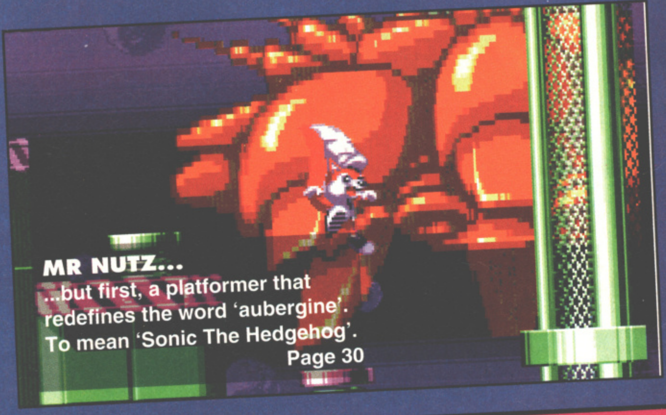
Get your now, be
court case hat's wha



MR NUTZ...
...but first, a platformer that redefines the word 'aubergine'. To mean 'Sonic The Hedgehog'.
Page 30

IT
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f

JONATHAN WOULD JUST LIKE TO SAY: 'I'm a comedy parkie and nobody loves me anymore.'

CAM WOULD JUST LIKE TO SAY: 'Think once, think twice, think – aargh!'

SA H WOULD

STUART WOULD JUST LIKE TO SAY: 'I've got a blister, from touching everything I see.'

SAL WOULD JUST LIKE TO SAY: 'Age of rubbish, more like.'

STEVE F WOULD JUST LIKE TO SAY: 'He's illiterate, you

STE

OVER 107

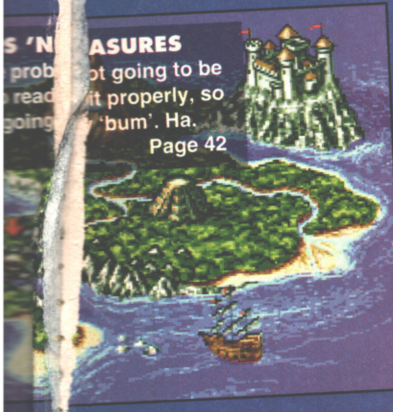
MORE READERS THAN AMIGA ACTION EVERY MONTH. BLIMEY, EH?

GA POWER

read in it, and how it's still the world's biggest-selling Amiga games magazine. Which, in fact, I seem to have just done. Jings.

Jonathan Davies, Editor

HE MONTH



S 'N ASURES

prob ot going to be read it properly, so going 'bum'. Ha.

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Brazil 0-0 Russia

RA SCCER – WORLD ENGE EDITION

co y now, before the se. That's what we say.

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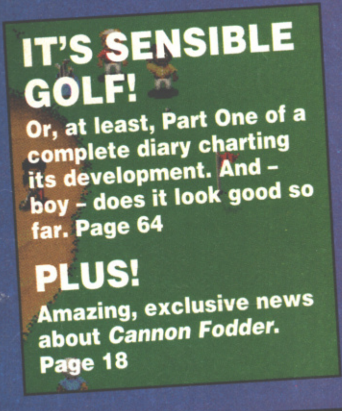

IT'S SENSIBLE GOLF!

Or, at least, Part One of a complete diary charting its development. And – boy – does it look good so far. Page 64

PLUS!

Amazing, exclusive news about *Cannon Fodder*. Page 18

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JUNE 1994

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SA AH WOULD JUST LIKE TO SAY: 'Squeal piggy.'

e, you kn w.'

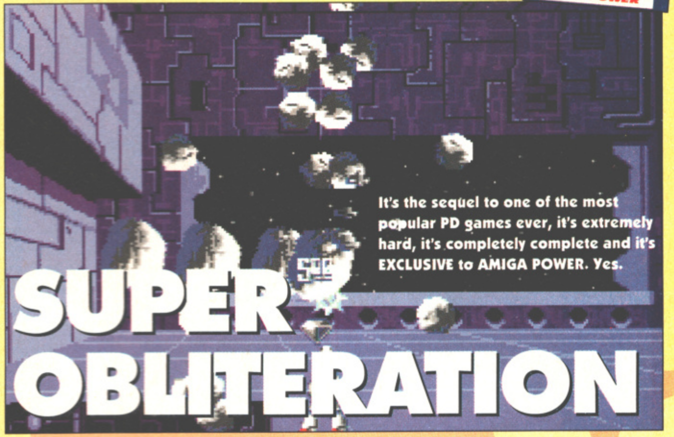
STEVE M WOULD JUST LIKE TO SAY: 'Scottish referees and linesmen? I wish them all *(Snip! – Ed)*.'

disk 38

We've crammed so much onto this month's two coverdisks that there quite literally isn't enough room on this little column to tell you about all of it. We've got two exclusive demos and a whole clutch of fantastic and exclusive PD, so stop reading this rubbish and get playing, eh?

disk
AMIGA POWER

INTRODUCING DISK 38



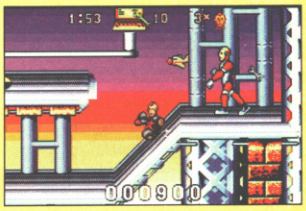
SUPER OBLITERATION

It's the sequel to one of the most popular PD games ever, it's extremely hard, it's completely complete and it's EXCLUSIVE to AMIGA POWER. Yes.

ATOM SMASHER

Your second chance to play this fabulous cross between *Dyna Blaster* and *Pengo*, from the author of, spookily enough, *Super Obliteration*. Yep, we've gone completely David Papworth bonkers this month, folks.

CRASH TEST DUMMIES

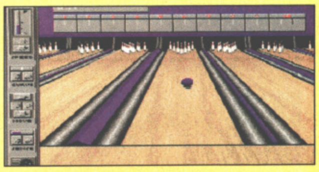


A huge playable complete level of the new platform game from Virgin that'll leave you completely legless. And 'armless as well. Etc.

SYNDICATE: AMERICAN REVOLT

A special, never-seen-before add-on mission for Bullfrog's ultra-violent hostile-takeover-'em-up.

STRIKES 'N' SPARES



COMPLETE GAME! A fabby little PD 10-pin bowling simulation. We've been playing it quite literally all month, punters.

GOT A FAULTY DISK?

- Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 38, DisCopy Labs, PO Box 21, Daventry NN11 5BU. If you send it to us, we'll completely ignore it, and call your mother a fat tart on her birthday as well.

disk 38

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

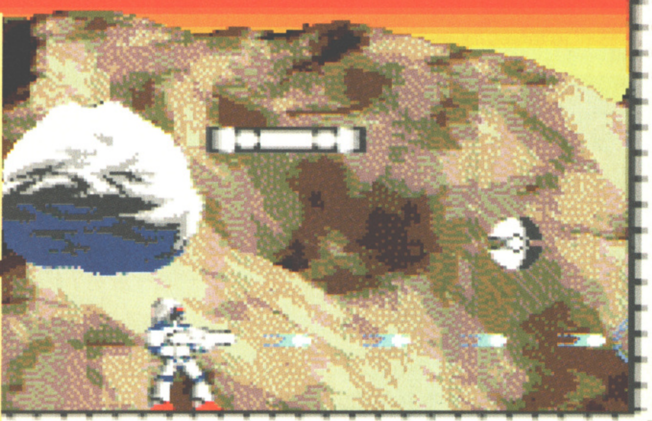
OH NO! SOMETHING WENT WRONG!

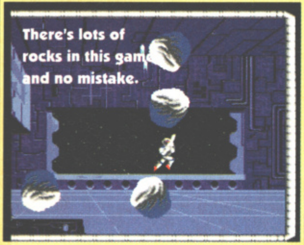
- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

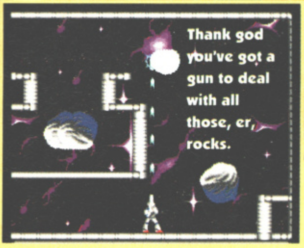
AMIGA POWER Disk 38 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

SUPER OBLITERATION


Watch out for that enormous rock.


There's lots of rocks in this game and no mistake.


Thank god you've got a gun to deal with all those, er, rocks.

Author: David Papworth

What it is

Anyone who's read George Orwell's Animal Farm will know that all animals are created equal, but some are more equal than others, and that's the way that we feel about our readers. Not that you're pigs you understand, just that, although we think each and everyone is great for buying our mag, we regard some of you as being extra special. Like Ian Rich from Monifieth for instance – where would our letters pages be without him? Or Isabella Reese, who brightens up our days with her kooky correspondence. Or David Papworth, who's supplied us with two of the best complete games we've ever had on the coverdisks. Hoorah for you all!

How to play

David's latest blockbuster is *Super Obliteration*, which is sort of *Asteroids* meets *Pang* meets *Turrican* meets... well, *Obliteration*, presumably. It's a complete game with 30 levels, it's completely exclusive to AMIGA POWER, and it's completely fab. We know for a fact that David's open to offers at the moment, so if there are any software companies reading this – give this man a job.

The idea's the same as *Asteroids*, so you've got to destroy all the rocks to move onto the next level. When the big rocks break up, they drop powerups, which are always helpful on the early levels, but get a bit nastier further on. In a brilliant show of common sense over convention, you retain all your powerups even if you get killed, which certainly helps things. So anyway, jump around, shoot things and, most of all, enjoy.

Controls

There are all sorts of control options on the opening menu, but we recommend that you go for the 'Two joysticks' option. Cheetah Bugs are best for this, as you can hold one in each hand, or any joystick with decent suckers, but with this option you've got the noticable advantage of being able to run in one direction while firing in the other. Take our word for it: it helps.

CRASH TEST DUMMIES

Author: Virgin

First things first. If you've got an A1200 disable the CPU caches before booting this disk. Then enjoy.

Dressed like Nigel Mansell, completely bald and with huge black and yellow stickers on the sides of their heads, Crash Test Dummies have been a regular feature of vehicle R&D sites and toy shops for a good few years now. In the former, they help prevent massive crush injuries to the chest by improving car design, and in the latter they amuse children with their ability to run into walls and come apart.

Now they've done the decent (or inevitable) thing and popped up in a computer game. It's all to do with some Bad Dummy who wants to take over the world, or the test plant, or something. Well, suffice to say he wants to take over something, and you've got to stop him by...

...running around a platform maze. There are loads of spanners to pick up and throw, and plenty of nasty Dummies to throw them at. As you're a Dummy, damage merely knocks your limbs off, but collecting enough yellow and black circles replaces them, so that's all right then.

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Have you seen that film, Freaks?

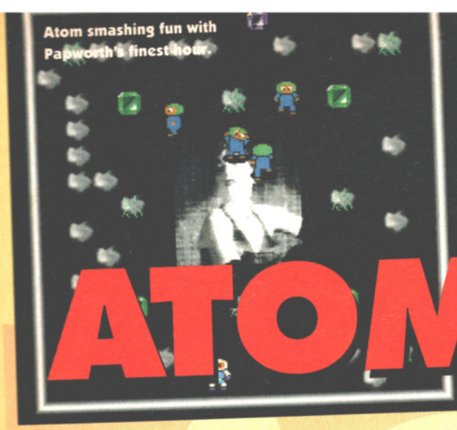
2:47
10
3×
000000
Top one-legged antics with this game and no mistake.

VECTOR BATTLE GROUND

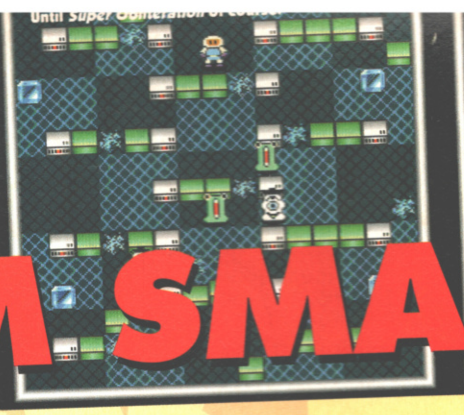
Author: David Papworth

The David Papworth collection is finished off with this little tank game. As you know, we're terribly fond of ancient video games, and this one's just like one of the tank games on the Atari VCS Combat cart.

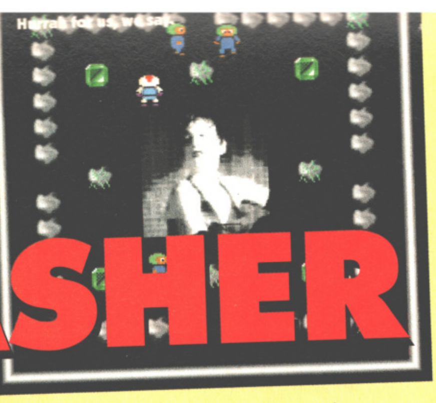
Shoot, destroy, kill, etc.



Atom smashing fun with Papworth's finest hour.



Until Super Bomberman of course.



Hurrah for us, we say.

ATOM SMASHER

Author: David Papworth

What it is

We always get a bit of feedback from coverdisks, but the entire world went completely barmy when we first gave you this way back in AP22. Seeing as everyone liked it so much and the original didn't work on the A1200, we thought it would be a cruel and heartless act to deprive all our new readers (you know, the ones that have made us the best selling Amiga games mag in the ENTIRE WORLD) such an excellent complete game, so here's another umpteen levels of Papworth-written excellence.

How to Play

As with the classic *Pengo*, the idea's to get rid of all the baddies in the maze by flattening them with blocks. If you push against a block and press fire, it'll slide along until it hits another block. And if you push against a block that can't move, it'll melt away. Bombs, invincibility and time-freeze powerups pop up occasionally to give you a much-needed advantage, and problems occur when the lemming baddies start exploding. The game really shows its total playability in the two-player mode, where you've got to avoid killing your partner as well as ducking his blocks and all the baddies. Phew, eh readers? And the shocking thing is that this isn't the end of the story.

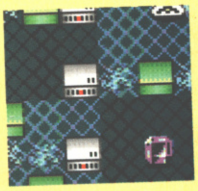
There's More

If you type in CATHERINE ZETA JONES on the menu screen, you'll hear 'Ready' and be into the cheat mode. Once you're in the game, 'S' skips levels, 'L' toggles infinite lives on and off, and 'I' toggles invincibility. To access the level editor, type in ZANDALEE, and you'll then be able to build your own screens just by following these easy instructions:

Each screen consists of three layers, which you can toggle through by pressing 'D.' Depth 0 is the background; depth 1is where the ice, mud and mines go; and depth 2 is where you make the maze. On this depth, pressing 'SPACE' takes you to the block select screen, where you can select a block by pressing fire. The bottom of the screen now tells you you're in BLOCK MODE and you can place a block on the screen by pressing fire again.

Staying on depth 2, pressing 'M' toggles you between BADDIE MODE and BLOCK MODE. You place both players by pressing '1' and '2' at the desired position. Toggle through the baddies using the comma and full stop keys, and place them by pressing fire. Baddie characteristics can be changed by highlighting them and using the arrow keys.

UP – Increase baddie speed
LEFT/ RIGHT – Decrease/increase the rate at which baddies drop hazards, from 00 (no hazards) to 99 (a hazard ever 99 moves.)
DOWN – Increase drop speed by 10



Pressing RETURN takes you to the QUE screen where you can place up to 50 replenished baddies, and pressin '0' changes the time interval between these appearing. Other helpful keys are:

ESC – return to main menu
DEL – Totally blanks the selected depth
G – On depth 2, toggles through the graphic styles.
Easy eh?

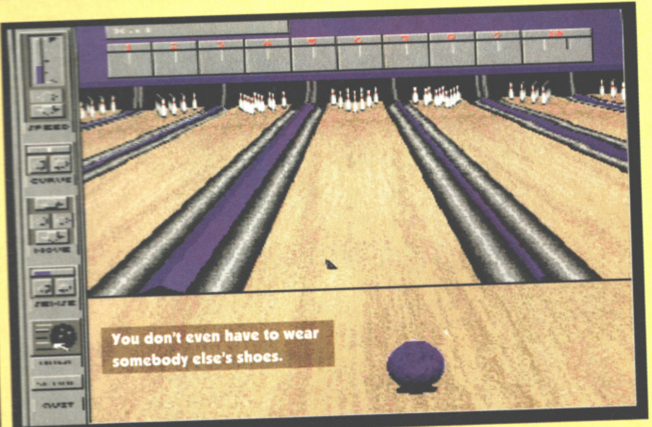
SYNDICATE: AMERICAN REVOLT

Author: Bullfrog

A bit of a bonus for *Syndicate* owners this, and also a taster of the much-lusted-after *American Revolt* mission disk. To play this, you'll need a copy of *Syndicate* (natch) and have to be able to follow these easy-to-understand instructions.

1. Load *Syndicate* as normal.
2. Type MARKS TEAM into the Company name in the Configure Company option. This will give you the ability to play any country in the world, with all weapons and mods researched and the cryo-chambers full of equipped agents. You'll also have pots and pots of cash.
3. On the map screen, select the Rockies. For the geographically challenged, these are near the middle of the USA.
4. When asked for disk 4, insert the cover disk.
5. And that's it, really. If you play it and want more, more, more, then flick to the page 10 to find out how to get a complete disk full of exciting new Stateside-based missions. Go on – you know you want to.

Syndicate – dontcha just love it.



You don't even have to wear somebody else's shoes.

STRIKES 'N' SPARES

Author: Kirk Bonner

Coo! Bowling in the comfort of your own home! Life has rarely been so good, eh readers? This one's great, so whether you like it or not depends on your feelings towards the superb and noble sport of ten pin bowling.

It's all mouse-controlled, and you start by moving the ball to where you want to throw it from. Click the left mouse button and move the pointer over to the side, where you can alter the speed and swerve of the ball. When you're satisfied, click on the ball icon at the bottom and watch the little shark's fin zip across the alley. When it's where you want to go, click again and the ball aims for the fin and hopefully stays out of the gutter.

If you don't like this control method, then simply grab hold of the ball and fling it down the alley. The speed and direction the ball's going as it crosses the front line is then taken as the ball trajectory, and it makes its own way to the end. Strike!

RACING MANIACS

Author: Paul Gaze

It's a PD racing game. A bit like *F1GP*. Only split screen. And a PD game, of course. You race. Around the track. A bit like *F1GP*. Only cheaper.

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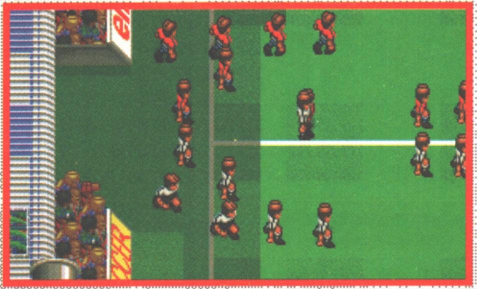
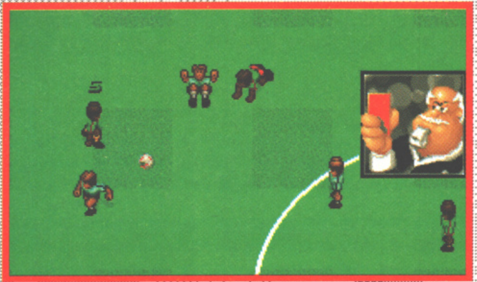
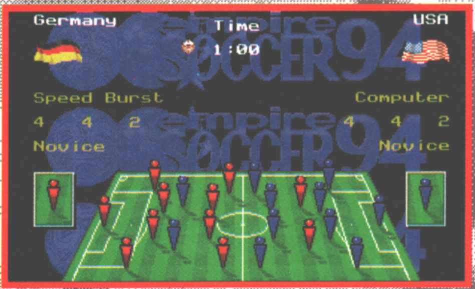
SOCC







Germany Time USA
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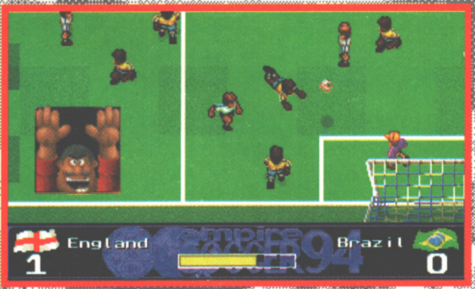
Speed Burst Computer
4 4 2 4 4 2
Novice Novice



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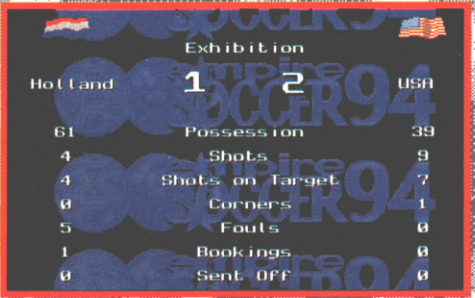

Exhibition

Holland 1 2 USA

61 Possession 39
4 Shots 9
4 Shots on Target 7
0 Corners 1
5 Fouls 0
1 Bookings 0
0 Sent Off 0

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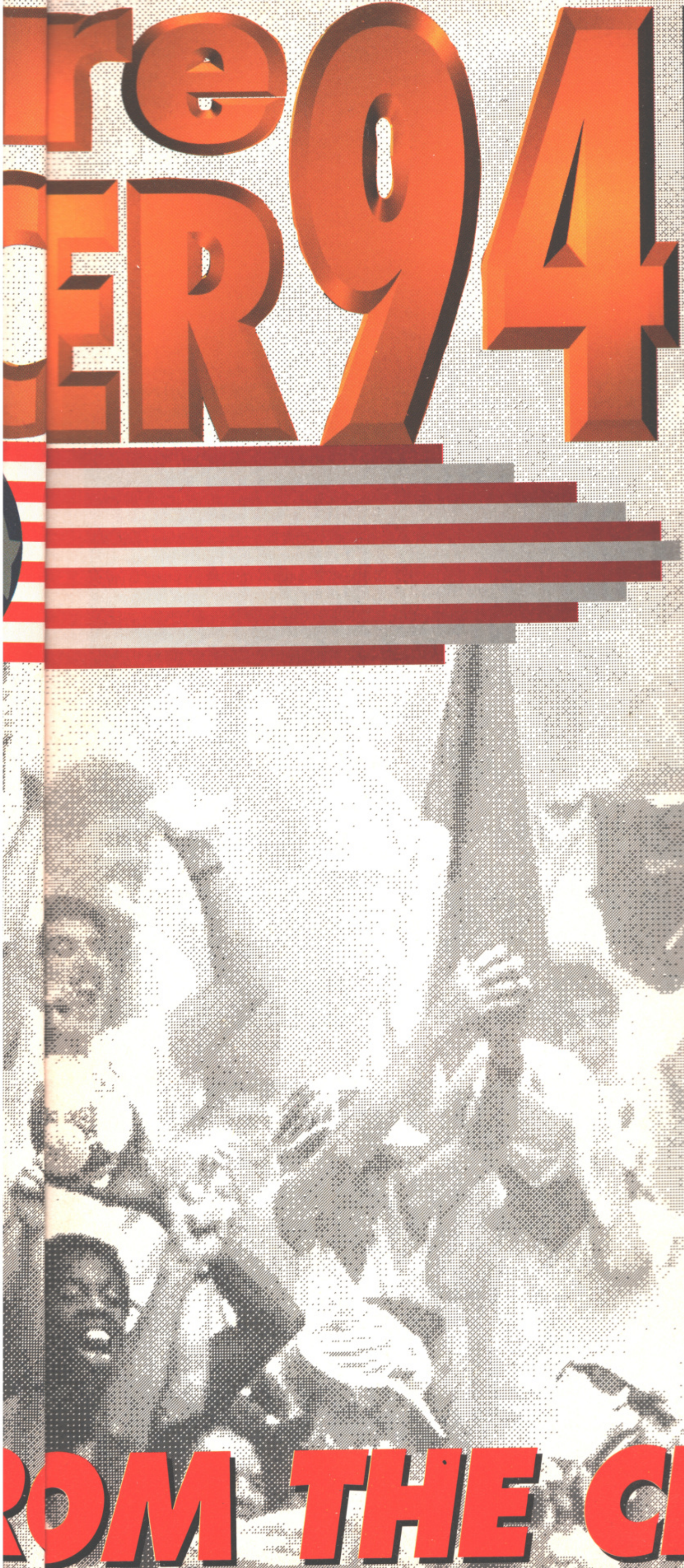
SOFTWARE

STANDS OUT FR

EMPIRE SOFTWARE, THE SPIRES, 677 HIGH ROAD,



THE SUPREME
FOOTBALL CHALLENGE

Empire have teamed up with leading developer Graftgold, the masters of arcade excitement to create a total NEW soccer sensation!

MATCH THIS!

Speed burst
Power Drive - Snap shot
Banana shot
Super dribble - Super barge

Overhead kicks
Sliding tackles
Back heels
Headers - Diving headers
Passing
One/two passing
Keeper drop kicks
Trap the ball

Free kicks
Throw-ins
Special long throw
Corners
Sendings off
Penalties
Bookings
Substitutions

Action replays with special video control mode
Fully variable skill levels
Novice modes - Professional modes
Atmospheric crowd effects
Superb graphics
Leagues
Training - Exhibition
World cup Tournament and customised tournaments
8 player competition - 32 teams
Results + full game statistics

IF YOU ONLY EVER BUY ONE SOCCER GAME, BUY THE BEST!

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ROM THE CROWD!

TRUE STORIES

EXCLUSIVE!

As the world sleeps, AMIGA POWER relentlessly gathers news. Here's what we've turned up this month.

Question mark over supply of Amigas to Commodore UK.

CONFUSION AS COMMODORE USA GOES INTO LIQUIDATION

THE FACTS

In news that broke just hours before this issue of AMIGA POWER went to press, it has been revealed that Commodore's American operation (comprising two subsidiary companies, Commodore Electronics and Commodore International) has gone bust. The companies, which are actually registered in the Bahamas, are seeking a buyer to take over the business as a going concern, as suggested by Commodore's only official comment on the matter to date, which reads as follows:

"Commodore Business Machines (UK) Limited has announced that its parent, Commodore International Limited, has sought the protection of the Bahamian Courts whilst active discussions regarding investment and re-organisation are finalised.

"Commodore Business Machines (UK) Limited will continue to trade as usual. A further announcement will be made in the next few weeks."

THE RUMOURS

The hottest industry rumours at the moment pinpoint Sony, Samsung or Goldtech as the most likely candidates to take the company over, but other rumours (completely unsupported by concrete evidence at the moment, we hasten to add) suggest a slightly more interesting tale.

Gossipmongers on the Internet have been heard claiming that Philips, producers of the unsuccessful CD-i console, recently mounted a hostile takeover bid for Commodore – with the supposed intention of killing the CD32 and preventing it from damaging the ailing Philips machine – and that Commodore's self-induced liquidation was a deliberate ploy to avoid that very situation. But we've got no reason whatsoever to believe this to have been the case. The companies who're potentially involved are keeping mum, needless to say.

WHAT DOES IT MEAN FOR UK AMIGA USERS?

Well, there's good news and bad news. The bad news is that the US fold leaves Commodore UK with what's probably no more than two or three weeks' worth of Amiga and CD32 stock. If no-one sorts the American side of things out before then, then obviously there's going to be a major problem in getting hold of any Amiga hardware.

The good news, meanwhile, is that (a) Commodore UK is an independent company, and not directly affected by anything that happens to the US branch, and (b) industry feeling is very much that with Commodore's fortunes just starting to pick up dramatically as the A1200 and CD32 take off in some style, it's inconceivable that someone won't take over the reins and allow business to carry on with the minimum of upheaval.

Indeed, given Commodore's, er, less than impressive business performance of the last few years, who's to say that the financial muscle and marketing sense of a big corporation won't be just what's needed to shove the Amiga up there where it belongs? *(I'm sorry? – Ed)* Here's hoping, anyway.

...AND JUST AS THIS ARRIVES, TOO

AMIGA
CD1200

There *is* going to be an A1200 CD drive. (In theory.)

After much fudging and several flat denials, Commodore have finally announced the existence of the CD drive for the A1200, providing an easy route to 32-bit CD-related gaming frolics for 1200 owners. The machine was shown to the press at the recent European Computer Trade Show in London, and (turmoil at Commodore notwithstanding) is due to hit the streets in September at a price yet to be confirmed. However, Commodore are launching the machine in Germany in June at a price roughly equivalent to £200, so it wouldn't seem unreasonable to expect a similar kind of tag over here. (And no, there's no reason we know of that a German machine wouldn't work with a UK 1200, so if you just can't wait you should be able to pay a bit more and get one on import three months early).

And if you haven't got an A1200, we'd say the launch of the new drive is all the more reason to buy a CD32 without further delay. As the Amiga CD format becomes more and more widespread, publishers are going to be even more inclined to write proper, CD-specific games.

Details of software bundles and so on for the CD drive are still thin on the ground, so watch this space for more info.

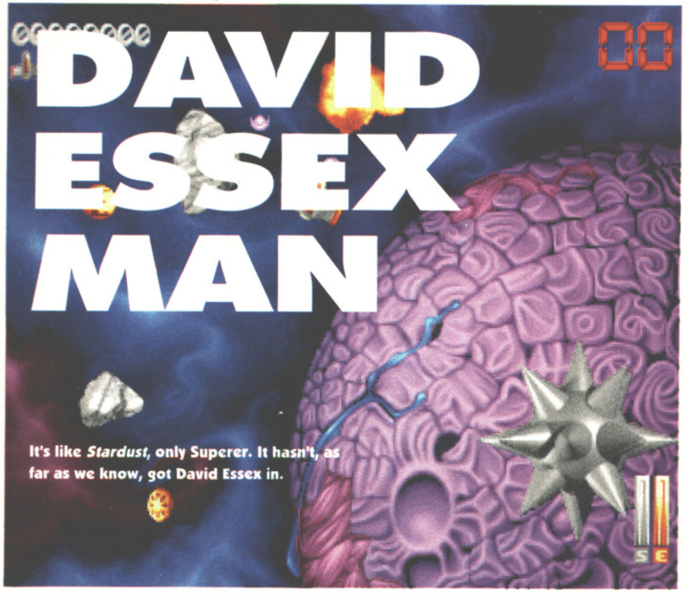
CANNON FODDER ON BUDGET!

Ah, remember the good old days? Quite literally hours have passed since Sensible Software's astoundingly good *Cannon Fodder* was nestling at the top of the ELSPA/Gallup Top 30, but it's already been signed up for budget release by The Hit Squad.

Accompanying it over the next few months are a whole clutch of other Virgin titles, including *Dune, Dune 2, Legend Of Kyrandia, Lure Of The Temptress*, and Archer Maclean's duo of bar-room ball game simulators, *Jimmy White's Whirlwind Snooker* and *Archer Maclean's Pool*, as well as a few non-Virgin titles like *Road Rash, European Football Champions* and, er, *Harpoon v1.21*.

Don't get too excited, though – the chances of *Cannon Fodder* actually coming out before Christmas are, we should imagine, pretty remote. But it's always nice to have something to look forward to, eh?

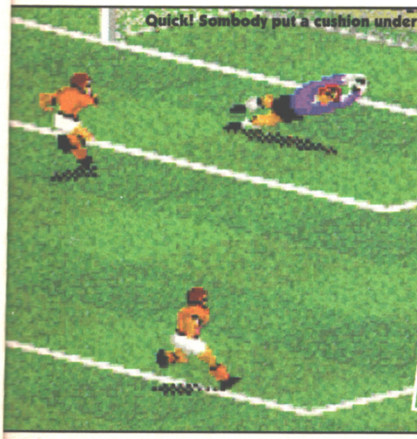
DAVID ESSEX MAN



It's like *Stardust*, only Superer. It hasn't, as far as we know, got David Essex in.

Top Finnish programming starlets Bloodhouse's *Super Stardust* (the enhanced A1200/CD32 version of the original A500 game which scored 89% in AP33) has been snapped up by popular UK software house Team 17. The 32-bit incarnation of the game (which should be out in a few weeks) boasts drastically improved graphics, especially on the already-stunning tunnel section – we've seen an early version in action, and it made *Microcosm* look a bit sad, frankly – and all manner of other cosmetic frippery, but there's no word so far on the control system. The original game suffered badly from having no keyboard control option, and while the bizarre design flaw in the A1200 that prevents it from recognising two simultaneous keyboard presses puts paid to the notion of matters being improved on that front, we feel obliged to point out that if the CD32 version uses 'up' on the joypad as the thrust control, we're going to give it 50%. Let's hope someone's listening, eh?

FIFA INTERNATIONAL SOCCER FOR AMIGA!



Quick! Somebody put a cushion under him!

That goalie needs to relax more, by the looks of it.

As we approach a summer that's already set to be buried alive in new football games, the best news on the horizon is the revelation that Electronic Arts are to bring their hugely-acclaimed *FIFA International Soccer* to the Amiga. The game takes an unusual diagonally-angled viewpoint which makes for a very TV-like experience (it's enormous fun in two-player mode, although *Sensible Soccer* is still way out in front in pure gameplay terms and as a single-player game), and its sales easily outstripped those of any other console game over the Christmas period, to the point where it was actually completely sold out and unavailable for a fortnight and subsequently dropped out of the charts. It's back in there now, though, and with the computer versions on the way, it's a story that could go well into extra time. Brian.

ARMOUR GEDDON OUTTA HERE...

Sorry, there's no justification for saying that, other than we forgot to use up that joke in last month's review, and it was way past its sell by date and starting to make the fridge smell. Anyway, after last issue went to press, we got a call from those nice people at Psygnosis who said that they'd changed their minds about *Armour Geddon 2* (AP37, 57%) and are now releasing it at the recession-busting price of £24.99 as opposed to the £29.99 tag we gave it in the review. So now you know.

MICROPROSE DENY F1GP 2

We can't say 'We can exclusively reveal...' because this isn't from a concrete source, but we've heard it from the girlfriend of a friend of a friend that after all this time, MicroProse are working on *F1GP 2*. Hoorah! At last we could well be getting that oh-so important serial link option as well as many more goodies, and the only down side of this great (but thoroughly none-attributable piece of news) is that MicroProse may wait a while and release *F1GP 2* on CD32 rather than rushing out *F1GP* to grab a fast buck. More news and idle speculation as we get it, you can be sure.

NOT PINBALL

21st Century Entertainment have graced us with some real corkers over the last few years, haven't they? First there was *Pinball Dreams* (AP12 87%) which featured four stunning pinball tables complete with smooth scrolling and realistic pinball action. Then there was *Pinball Fantasies* (AP20 89%) which featured four stunning pinball tables complete with smooth scrolling and realistic pinball action. *Pinball Fantasies CD32* (complete with that inevitable pinball motif, natch) has been around for a few months now but has been bought by nearly one in four of all CD32 owners, and with that kind of popularity, you wonder where 21st Century could possibly go next. Yup, you've guessed it – *Pinball Illusions* is due out in November, and as well as all that smooth scrolling and realism stuff, we're going to be treated to hot multi-ball action *(Steady. – Ed)* even on a standard Amiga. Sadly, though, a second instalment of *Pinball Fantasies*, featuring the same game engine but with four all-new tables, is scheduled to appear on the PC only. Boo!

The second half of '94 will also be brightened up by *Marvin Minx* on the CD32, which is a cute platforming adventure game based around a pizza delivery boy, and doesn't have a pinball table in sight. Odd that.

'TOTALLY DISGRACEFUL' ECTS AWARDS SHOCK

As exhaustive readers of last month's True Stories will already realise, November 18th-20th sees the World of Amiga show taking place at Wembly in London. It's going to be great, with loads of Amiga stuff to play about with and buy, and all the latest games. We'll be there, too, hosting a sort of 'forum' thing, where we'll answer your questions on all aspects of Amiga gaming.

And that's what this coupon's for. To make sure we've got plenty to talk about, and aren't left standing there shuffling our feet about, we'd like you to post us the most interesting question you can think of. Then, at the show, we'll read out all the ones we receive and answer them as best we can. Plus! The most interesting question (in our opinion) that we're sent will win its 'poser' £250 to spend at the show on Amiga goodies. And! The ten next-most-interesting questions will be rewarded with a pair of tickets for the show. (Hint: Anyone asking us for a cheat for *Zool 2* or how to connect a Citizen LSP10 printer to an A4000 running Workbench 3.1 will be summarily executed.)

So what've you got to lose? Have a bit of a think, fill in the coupon, and make sure it gets to us by June 30th 1994.

WIN £250 OF GOODIES!

Send this coupon to: 'There's No Question Like Show Question', AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

Name.......................
Address.....................
....
....
What I'd like to know is:
....
....
....
....
The three companies I'd most like to visit at the show are:
1. ....
2. ....
3. ....

"It's totally disgraceful." Those were the words of, er, AMIGA POWER Deputy Editor Stuart Campbell when he was informed of the results of this year's ECTS Awards, announced at last month's European Computer Trade Show in Islington, London. Dozens of games, developers and publishers battled it out for a total of 18 awards covering all computer and console formats, but the results were decribed as "outrageously unfair" and "plainly ridiculous" by a number of other observers, including a Mr Cameron Winstanley of Wigan and a Mr Steven McGill of Onlyoneteamin, Ayrshire. The most relevant gongs went out as follows:

Virgin look rightfully pleased with their award.

Overall Game Of The Year: *Doom* (beating *Frontier*, *Rebel Assault*, *Street Fighter 2* and *Super Mario All Stars*)
AMIGA POWER Says: Well, fair enough, really.

Computer Game Of The Year: *Doom* (nominees: *Syndicate, Frontier, Cannon Fodder, X-Wing*)
AMIGA POWER Says: Much stiffer competition here, and there's not much depth to it, but we suppose so.

Developer Of The Year: Lucas Arts (beating Sensible Software, Electronic Arts, Westwood Studios and Origin)
AMIGA POWER Says: Get outta here! Developers of what, a crap CD licence with no gameplay and a couple of point-and-click adventures with jokes? Fix!

Most Original Game: *Syndicate* (contenders: *Cannon Fodder, Settlers, Rebel Assault, Day Of The Tentacle*)
AMIGA POWER Says: Fine by us, mates.

Best CD Game: *Rebel Assault* (ahead of *Liberation, 7th Guest, Thunderhawk, Dune*)
AMIGA POWER Says: Complete scandal! Limp *Dragon's-Lair* rubbish with great graphics and no game beats three bona-fide classics and one interesting and atmospheric strategy effort. What price the future of videogames?

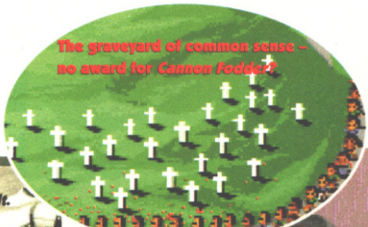
Game Innovation Award: Id Software (and not Lucas Arts, Virgin, Electronic Arts or David Braben)
AMIGA POWER Says: *Doom* is a brilliant game, but it's a 3D maze with shooting in it. We've seen more innovation in a PD *Pacman* clone.

BBC Live And Kicking Award (voted by the viewers of said programme): *Frontier* (losers: *FIFA Soccer, Mortal Kombat, Streetfighter 2 Turbo, Syndicate, Micro Machines, Aladdin, Day Of The Tentacle, Super Mario Land 2, Jungle Strike*)
AMIGA POWER Says: Hmm. Well, it could have been *Super Mario Land 2,* we suppose.

Software Publisher Of The Year: Virgin (as opposed to Lucas Arts, Konami, Electronic Arts or Origin)
AMIGA POWER Says: Hurrah! An award for purveyors of a whole wide-ranging series of genuine quality games last year (*Cannon Fodder, Dune 2, Mortal Kombat, Beneath A Steel Sky, Cool Spot* – no two in the same genre) rather than overhyped one-trick console and PC publishers. Yay!

None of the other awards were really applicable to the Amiga scene, but there's enough up there to be going on with. Nothing at all for *Cannon Fodder*? Nothing at all for *Micro Machines*? Nothing at all for *Liberation*? Anything other than universal snorts of derision for *Rebel Assault*. Something's rotten in the state of Denmark, we say. Letters of complaint, petitions and heavily-defaced photographs of Dexter Fletcher when he was good can be addressed to *(That's enough. – Legal Ed).*

Or you can write to us. But then you know that. And you will anyway. So we won't even bother telling you the address. Because you know it. By now.



The graveyard of common sense – no award for *Cannon Fodder*?

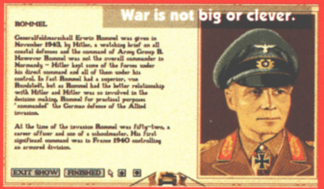
Wot no prize? *Liberation* is miles better than *Rebel Assault.*

Some justice for *Syndicate* though, thank goodness.

A DEE-DEE-DEE, A DA-DA-DA...

Computer games have always been used to tie into various events. We've had *Sleepwalker* to tie in with Comic Relief, loads of crappy platformers to tie in with poorly thought out film licences, and, of course, this summer the market's going to be flooded by hundreds of World Cup Special Edition football games. Meanwhile, Impressions seem to have found a gap in the market to exploit, and are going for it with (quite literally in this case) all guns blazing. Those that know their Omaha Beach from their Mulberry harbour will know that it's the 50th anniversary of D-Day this month, and what better way to celebrate it than to recreate it?

Impressions are using an updated version of their Micro Miniatures system, which aims to bring the visual appeal of tabletop wargaming to the computer screen. I last saw this system in *Cohort 2* (AP26, 52%), a sort of sub-*Theatre of Death* add-on to the popular Roman Empire game *Caesar* that played marginally worse than it looked. Apparently, Impressions have built up from this system, added on personalities for all officers (so they react differently to the same situation), ironed out a few problems that showed up in the version used in *The Blue and the Grey* (AP36, 66%) and have generally improved it all round. "There is no doubt that the Micro Miniatures system has now reached a new level, providing enjoyment to both wargamers and more general strategy gamers alike," said David Lester, President of Impressions. But we've still



War is not big or clever.

ROMMEL

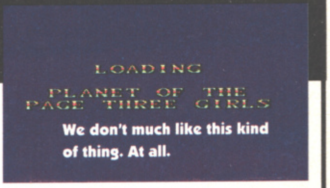
Generalfeldmarschall Erwin Rommel was given in November 1943, by Hitler, a watching brief on all coastal defences and the command of Army Group B. However Rommel was not the overall commander in Normandy – Hitler kept some of the forces under his direct command and all of them under his control. In fact Rommel had a superior, von Rundstedt, but as Rommel had the better relationship with Hitler and Hitler was so involved in the decision making, Rommel for practical purposes 'commanded' the German defence of the Allied invasion.

At the time of the invasion Rommel was fifty-two, a career officer and son of a schoolmaster. His first significant command was in France 1940 controlling an armored division.

People say AMIGA POWER's a nasty magazine, you know. They say we give games lower scores than everyone else just to be mean and spiteful and make ourselves look tough. But it's not true. In fact, we adhere to a strict and rigidly-defined set of rules governing our marks, and with new Ed Jonathan Davies bringing a spirit of glasnost to the magazine, we've decided to go public and reveal exactly how we arrive at those controversial scores. Below, you'll find our new regular column, in which, month by month, we'll be exposing the Great Gaming Crimes and the punishments that go with them. So without further ado, let the first victim...

Kneel in submissive terror before the vengeful retribution of...

KANGAROO COURT



LOADING

PLANET OF THE PAGE THREE GIRLS

We don't much like this kind of thing. At all.

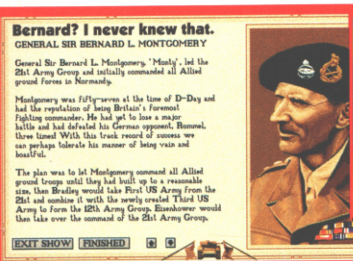
NO. 1 "LOADING...PLEASE WAIT"

The crime: Putting messages up on screen while the game accesses the disk, explaining that the game is accessing the disk (associated offence: 'Decrunching-decompressing... Please Wait').

The case for the prosecution: We're quite capable of spotting that for ourselves, thanks. We can see the little yellow light, we can hear the clunky scratching sounds coming from the disk drive, we can appreciate the noticeable pause in our gameplay. What we don't need is some clothbrained, bonehead programmer spelling it out for us, and reminding us that we're playing some shoddy computer game, as opposed to actually being in a futuristic city blowing away cyborgs and innocent bystanders for the good of the Corporation, or whatever. What we don't need is our atmosphere ruined. Like, why not go the whole hog and show us that you're *really* clever? "Retrieving data stored electronically on a disk of magnetic tape rotating at 300 rpm, converting it into machine-language instructions, interpreting them through ROM-based operating system and displaying the results on a 625-line colour monitor screen using cathode-ray tube technology... Please Wait."

Tell us we're 'Travelling to the Underwater City'. Show us a pretty picture of something vaguely relevant and leave it there until you're finished. Print up a paragraph of text explaining the plot developments for us to read while 'you know what' is happening. Do a countdown sequence of the previous level's bonus points if it's appropriate. Or if you're just completely rubbish and can't handle any of that, just give us a black screen. Even that's an improvement. Just DON'T TELL US WHAT WE ALREADY SODDING KNOW, ALRIGHT?

The penalty: **First offence**: 2-5% off
Second offence: 6-10% off
Third offence: Underwater spear-gun execution.



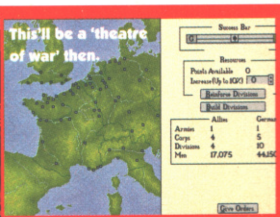
Bernard? I never knew that.

GENERAL SIR BERNARD L. MONTGOMERY

General Sir Bernard L. Montgomery, 'Monty', led the 21st Army Group and initially commanded all Allied ground forces in Normandy.

Montgomery was fifty-seven at the time of D-Day and had the reputation of being Britain's foremost fighting commander. He had yet to lose a major battle and had defeated his German opponent, Rommel, three times! With this track record of success we can perhaps tolerate his manner of being vain and boastful.

The plan was to let Montgomery command all Allied ground troops until they had built up to a reasonable size, then Bradley would take First US Army from the 21st and combine it with the newly created Third US Army to form the 12th Army Group. Eisenhower would then take over the command of the 21st Army Group.



This'll be a 'theatre of war' then.

got a few months before we either raise him shoulder high and carry him through the streets cheering, or poke him in the neck and call him 'Mr Fibby'. We reckon it should be quite funky, though, and with the option to play either the Allies or the Axis, and fully integrated armour, air, navy and artillery units, it should make it all the more fun to watch the endless documentaries and then have a bit of hands-on experience.

Rumours that an *Enola Gay: The Last Days Of WW2* game is in production have been flatly denied by

DETROIT

Game: Detroit
Runs on: A500, A1200
Publisher: Impressions
Authors: David Lester, Dale Campbell
ETA: June

Who's gonna drive you home?

In his implausibly great book 'Et tu, babe?' Mark Leyner talks about his new car. "I've got a sports coupé, the VMW Piranha 793 (commemorating the year that Viking raiders sacked the English monastery of Lindisfarne). It features state-of-the-art technology that not only protects its passengers in the event of a collision, but ensures the death of the passengers in the other car. The Piranha 793 is the perfect automotive statement for the 'I'm okay, You're Lunch' generation."

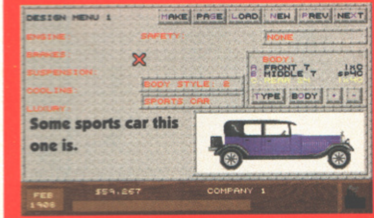
While this feature is missing from Impression's forthcoming release *Detroit* (and also from real life, of course), it's pretty much the only technological advance missed out of the game. Have you ever fancied running a car company from the pioneering days of the early 20th Century through to the fledgling years of a new millennium? Well, it just so happens that that's EXACTLY what *Detroit* is all about, both the game and, of course, the great, sprawling industrial city on the bank of Lake Eerie.

The game starts in 1908 and the idea's to survive and prosper until 2008. Depending on how tough you want it to be, you can have up to three rival companies working against you, or none at all, and keeping your head above water depends on a number of factors. For a start, you've got to keep your research and design budget as high as possible so you're constantly on the cutting edge of technology. Obviously as the years roll by, the technology changes, so in the early part of the game you work on stunning advances like new gearboxes and suspension, while later on you get into all that flashy side-impact protection and air bag stuff. All modifications are done on screen, so choosing a new wing or making the seating bigger produces all manner of odd looking vehicles, and the comprehensive testing procedure is accompanied by pictures of crash test dummies and cars skidding off test tracks.

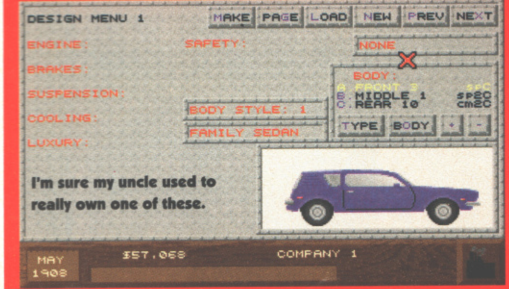
The business side of the game involves monopolising the world market, so you've got to try and get factories in as many countries as possible. I was quite impressed to find that Impressions have thought about the various factors that would affect your business and built them into the game. The world wars knock you back a bit, as does the Great Depression of the '30s, and the markets of Africa and India are dramatically different from those of western countries.

We've seen this format of business sim before with the likes of *Air Bucks*, and whereas there don't seem to be many novel features in *Detroit*, the presentation's slick and the car design and testing sections look fun. My only thought about games like this is that if *Dune 2* and *Syndicate* can incorporate comprehensive R&D and business sections into exciting and playable arcade games, maybe plain old business sims will start to look a bit tame and '80s. There again, I suppose you could argue that if you're into the business side of things, then flashy arcade bits just get in the way, so I guess the argument gets resolved when the game comes out in June.

● *CAM WINSTANLEY*



Some sports car this one is.



I'm sure my uncle used to really own one of these.

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THIS DUCK AIN'T NO CHICKEN,
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NINJA ANT,
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FOX,
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TROLL...
SO DON'T FOLLOW THE HERD
DONK
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Simultaneous 2 player split screen option. 112 daunting, daring and duck-defying levels.

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FURTHER FOOTBALL

When Audiogenic picked up the licence for *Wembley Rugby League* (see review p70), they didn't just get the rights to rugby – they got the rights to the entire 70,000-seater stadium, and everything in it. That means they've got quite a few more Wembley games in the pipeline, the next of which is *Wembley International Soccer.* It should be out by the time you read this, but wasn't quite ready in time for a review.

So – another football game, then, eh? What's special about *this* one. Picture-In-Picture, according to Audiogenic. As you select potential players to pass to (either by moving the joystick towards them when you're running with the ball, or by pre-defining areas of the pitch before the match that you'd like to pass into) they'll appear in a little window in the corner of the screen (if they're not on the screen already) with their names next to them, so you can see what they're up to. So it's pretty tactical, although you can forget all that stuff and just kick the ball around if you want. Also, you've got the choice of an old-fashioned from-the-side view of the pitch, or a *Sensible*-style overhead one.

And the game will look stunning, according to Audiogenic, running at 50 frames a second. You might want to wait for a review in the next AMIGA POWER to be on the safe side, though.

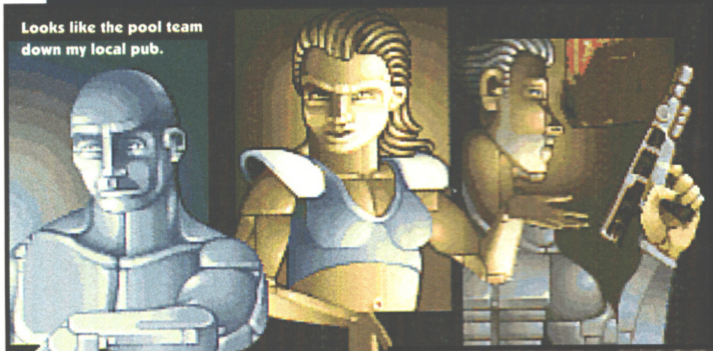
LAWNMOWER DRIVEN CYBERWARS

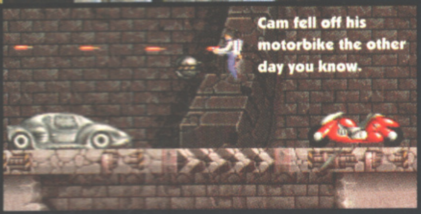
The Lawnmower Man was a phenomenal success on the PC CD-ROM. In it, you took on the role of Dr Angelo, but it wasn't out on CD32 or the Amiga, so who cares about that? What you *will* want to know, however, is that *Cyberwars* is the sequel to *Lawnmower Man,* and you once again take on the role of Dr Angelo. Your task is to battle Cyberjobe, who resides in the cyber complex of the VSI mainframe computer.

It sounds pretty much like a hunt-and-kill type of scenario. There'll be loads of logic puzzles and enemies to overcome. And, what's more, it's going to be massive; it takes up three CDs-worth of space and utilises all sorts of CD32 hardware trickery in the form of ray-traced 3D graphics and full colour video sequences.

No price has been arranged yet and the earliest date it'll be out is October this year. So it looks like all you aesthetic impulsives are going to have to keep the components of your mind in check until then.

IMPOSSIBLE MISSION 2025


Looks like the pool team down my local pub.


Cam fell off his motorbike the other day you know.

Game: Impossible Mission 2025: The Special Edition
Runs on: A1200, CD32
Publisher: Microprose
Authors: Paul Dunning, Seth Walker, Paul Ayliff, Andy Cook, Drew Northcott
ETA: May

According to the dictionary, special means 'distinctive', 'exceptional', 'detailed' and even 'intimate', and that's exactly what Microprose hope their new release will be. It also means 'a particular dish offered in a restaurant, often at a lower price' but when I asked Jason Dutton from Microprose whether it was going to be this as well, he hung up on me and refused to talk to me for a week.

I used the time wisely to compile a dossier on *Impossible Mission,* so that I could dazzle Jason with my encyclopaedic knowledge of the entire history of this much-loved game. I discovered that the original version came out on C64 and was shortly followed by versions for pretty much every home computer, possibly even the Oric. I discovered that the action was based on running around a huge underground base switching off things and collecting parts of an electronic key. I found out during extensive research that if I started at the entrance to Future Publishing, it took me three minutes 28 to run around all the floors and turn all the light switches off, an act that caused Wilf the security man to explode with indescribable range. I even discovered I could remember the four noises that the Oric produced – Ping, Zap, Shoot and Explode.

All this work was in vain though, and it seemed that my flippancy had offended Jason greatly. Over the next week, he failed to return no less than 134 phone calls, and when I visited his office, he bolted the door and rendered me unconscious by dropping something from a third floor window. I later learned that it was a Sanyo twin tape/ CD stereo with bass expansion and a 20 track random play facility.

While recovering from extensive head wounds, I had only one last desperate trick up my sleeve. By placing a clean handkerchief over the mouthpiece of the phone and adopting an amusing Teutonic accent, I managed to convince the receptionist at Microprose that my name was Hans Muller and I was a freelance writer for the German gaming mag Das Sterngamenmagazin. Thus fooled, she put me through directly to Steve Hand, the producer of *Impossible Mission 2025.*

ME: Hallo? I haff zom questions about your *Impossible Mission,* ja? I vass vonderink vhy you choose to do zuch ein old game.

STEVE: We saw it as a great game idea, and felt that we could improve on it and make it more up to date. The rooms are now bigger than a single screen, and there are loads of power-ups to make it more interesting. If you can fight your way up the skyscraper, you eventually get to meet and fight the evil Elvin Atombender. It's a first person combat game, and in the standard Amiga version, Elvin's a scaled and rotated sprite, but in the CD32 version, he'll be fully animated.

ME: Ja, das ist gut. The virst game hat no veapons, yet this version does. Von't this make it just ein other platform blaster?

STEVE: We've deliberately made all the weapons one shot, and many of them are only effective against certain robots. The emphasis is still firmly on finding the best route through the base against the clock, and the weapons are just an addition. We've also added a jetpack, but once again, this is just another element and not essential.

ME: Vonderbar. Tell me about your sub-games, mein Herr.

STEVE: Rather than just giving away power-ups, most of the terminals that you log onto are protected by sub games. There's a shoot-'em-up, a slidey puzzle and even a tone game.

ME: Like the humerous children's game Simon?

STEVE: Ja. I mean, yes. If you can remember the sequence of flashing lights and sounds, you're rewarded with a power-up.

ME: Das ist fantastich. So, vat ve haf ist ein new game set in a skyscraper mit der vonderbar animated graphics of ein running und leaping character. Ve also haf the old game faithfully reproduced to amuse the old timers, as vell as many, many new features to enthrall an entire new generation of gamers, ja?

STEVE: That's about right.

At this point several armed police officers burst into my ward and charged me with industrial espionage, fraud and pretending to be a German freelince writer without a permit. Unless I find a decent lawyer in the next few days, I'm looking at a five to ten stretch in old chokey. Blimey.

● ***CAM WINSTANLEY***

Traafic Wardens – dontcha just love 'em?

Wowie, zowie – super scarey outer-space shoot-'em-up bit.

ON THE BALL

Game: On the Ball
Runs on: A500, A600, 1200, CD32
Publisher: Daze
Authors: Ascon
ETA: Late August

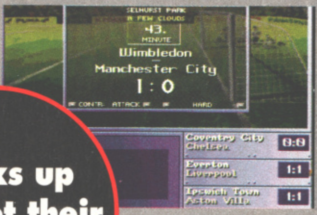
Considering that there are probably more Amigas in use in Germany than there are in the UK, it's a surprise that we don't see more games from over there. In fact, we had a quick count up in the office and, with the honourable exception of Blue Byte's (*The Settlers*, *Yo Joe!*, etc), we were hard pressed to think of any German games at all. *(The Patrician? – Ed)*

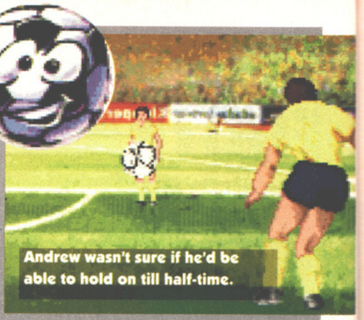
So it's good to see this promising footy management sim coming our way. The demo I played was very entertaining. The game has the usual team selection, tactics and training options, although it seems a little lacking in this respect. The players are very firmly defenders, midfielders or attackers with no opportunity for changing their positions, and there's no real chance to apply specific tactics against the opposition – no man-to-man marking, no chance to push your full backs up to upset their wingers and so on.

Where the game really scores *(Ouch. – Ed)* is in the presentation. The programmers have scanned in a series of really fine watercolour animations that give the game a sort of Roy of the Rovers feel. There seems to be an almost unlimited selection of these (which probably accounts for the size of the game – 4.5 Mbytes for the 1200 version I played) and you get three or four every match – free kicks, penalties, dangerous breaks down the wing etc. These combine with a running commentary to give one of the most enjoyable Match-of-the-Day-type feelings that I've experienced in a football management game – and one that should be enhanced by the spoken commentary that's been promised for the CD32 version.

● *STEVE FARAGHER*

> **"Backs up to upset their wingers"**




Andrew wasn't sure if he'd be able to hold on till half-time.

FETTUCINI PAVAROTTI ALFA ROMEO, ER, RAVIOLI

AP embraces a new Italian publisher

New software houses writing Amiga-specific titles are a phenomenon that we heartily welcome here at AP. Of course, that assumes they're going to be both stylish and Italian.

One such software house fulfilling all the above criteria, including the bit about being Italian, is Dynamic Style Software Design based in Paterno (somewhere in Italy). The team consists of eight individuals who take care of tasks such as coding, design, music and all the other gamey stuff that software house staff get up to.

At the moment, there are two games awaiting completion on Dynamic Style's publishing book: *Perpetual Craze*, a *Street Fighter 2* clone by the look of things, is roughly 65% complete and should see a credible street release date of round about September. Meanwhile, *USA Racing* is only 30% complete and probably won't be ready until Christmas.

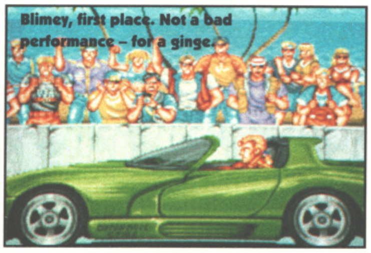
Although, having said that about Italian style...

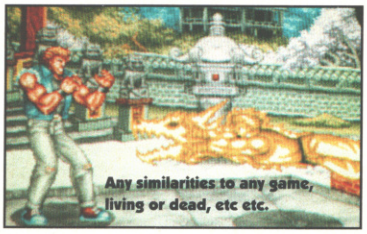
PERPETUAL CRAZE

Dynamic Style have gone to great pains to stress that this game is not just another *Street Fighter 2* clone. They consider that they've hit upon that elusive gameplay trait that will make *Perpetual Craze* stand out from the crowd and be as playable and enjoyable as the *Street Fighter 2* coin-op allegedly is. So far, apart from some unconvincing videotape of the game in action and some typical-sounding software house assurances, there's not much more that can be said about the game other than the following:

You're going to need a 1Mb machine at least, but, possibly apart from one or two exceptionally out-of-touch saddos, there should be no problems there. Extra RAM will be utilised to shorten loading times and the like. The game will have nine stages. Each screen will be standard lo-res and use around 80 colours, the majority of which will constitute the exceptionally detailed and pretty background graphics.

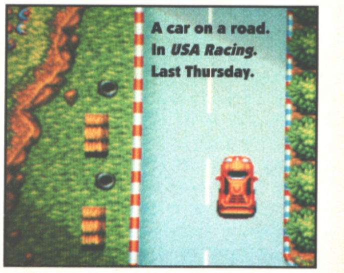
There are the standard eight characters, selectable from a standard (but nevertheless jolly pleasing to the eye) front end, along with a boss to tackle once you've beaten all those. We'll just have to hope it plays as devastatingly as it looks, eh readers?


Blimey, first place. Not a bad performance – for a ginge.


Any similarities to any game, living or dead, etc etc.

USA RACING

A top-down racing game in pretty much the same mould as *Micro Machines* and *Overdrive*. In all, there are going to be six scenarios, each featuring various stages which have to be raced over. Three bonus levels will also be included in the package. Each screen will feature at least 32 scintillating colours, with each car taking up 16 of those visible-to-the-naked-eye electromagnetic frequency vibrations. The size of each car will be a not too inconsiderable 48x48 pixels. *(Look – how many more times. Stop quoting tedious, irrelevant technical details from press releases. I won't tell you again. Clip.– Ed)* Artificial intelligence of the opponents will be built in and the player should – repeat, *should* – find himself/herself under the impression that the computer cars are pretty clever. Due to the unfinished state of the game and the inconclusive footage on the videotape, we'll give judgement on this aspect of *USA Racing* a miss for now, if that's okay.


A car on a road. In *USA Racing*. Last Thursday.

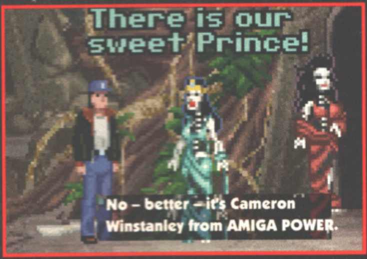
So there you have it: two new games from a new software house. Like just pretty much everything else that comes from Italy, the games look good and ooze style. Kind of like Ferraris smeared in pesto sauce and then rolled about in a pile of Armani clothing. Whether that's going to translate into games that are playable remains to be seen. We'll admit to looking looking forward to them, but then, we always say that. And we always say that we always say that as well. So that's two things that we always say. But if this all sounds clichéd and tired, just spare a thought for Steve Faragher – he has to sub the stuff.

FLIGHT OF THE AMAZON QUEEN

Game: Flight of the Amazon Queen
Runs on: A500, A600, A1200, CD32
Publisher: Renegade
Authors: Steve Stamatiadis, John Passfield, Tony Ball, Richard Joseph
ETA: November

"I need more Amazon women!" cries Dr Frank Ironstein, the obviously bonkers-mad scientist, putting into words what many of us spend most of the day merely thinking about. Like all the other loon-charged men in lab coats, he's got a plan to bring around his mastery of the entire globe, and true to form, his insidious plans stem from the darkest, deepest jungles of the Amazon. But what's the chance of anyone finding out about it before he unleashes his terror onto society? As remote as the location, I'd imagine, unless someone stumbled upon it by complete accident. An accident involving a fabulous 1940s cargo plane owned by a wiseguy pilot and carrying a beautiful movie actress, perhaps.

With such a plot, it's obvious that we're talking about an adventure game, and this being the '90s, it's bound to be a point-and-click adventure game. This makes it horribly difficult to write anything about the game, because if you go "and then there's this great bit where..." you tend to give the plot away. So maybe I'd better just talk to the people behind the game.

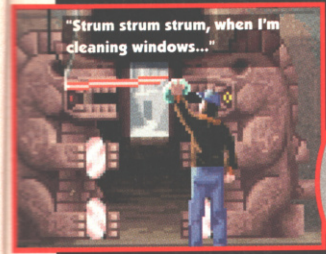


No – better – it's Cameron Winstanley from AMIGA POWER.

For Steve Stamatiadis and John Passfield this is their first commercial game, which makes the fact that it's so good all the more surprising. Instantly recognising Stamatiadis as an obviously Australian name, I asked him whether it was true that women glowed and men thundered, but he just smiled and gave me a Vegemite sandwich.

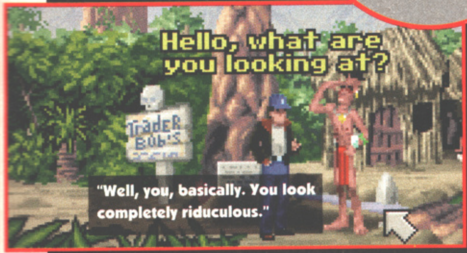
"The name's Greek actually, but you've got the nationality right. We're reckon we're the third largest software producer in Australia, but that says a lot more about the state of software production down under than it does about us."

Steve and John are both wunderkinds in the world of Australian comic books, but at the beginning of the project, neither of them were particularly into programming. "We knew we wanted to make a big, funny, and entertaining game that looked great, but due to our basic programming skills, the original Amiga version lived up to expectations graphically, but ran far too slowly. We then got Tony Ball on the project, who's more used to coding arcade games, and he recoded everything on a PC using much slicker routines. We decided to use a control system similar to the Lucas Arts system, because everyone's used to it and it's extremely user-friendly."


"Strum strum strum, when I'm cleaning windows..."

> "The sliding sequence with him in the dress"

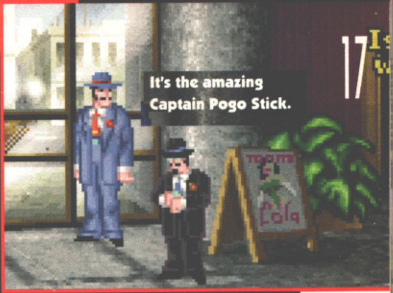
It certainly is user friendly, and what I've seen of it's extremely funny too, in a genuine belly laugh sort of a way. There're plenty of people to talk to (Death and a tall pygmy being a couple of the 40 characters) and lots of those sly references to films that Steve and John like, most noticably Star Wars. There's also an incredible amount of detail in there too.



"Well, you, basically. You look completely riduculous."

"There's a scene at the beginning of the game where Joe King (a hero and pilot sort of guy) jumps down a chute and slides down to the basement. Later on, he ends up in a dress and has to do the same again. It's sort of Flight of the Amazon Drag Queen, if you will. Anyway, the point is that we completely redid the sliding sequence with him in the dress, as we believe this level of detail's important to a game."

Tom Watson from Renegade's going fairly loopy about the game. "With *Flight of the Amazon Queen* we've got a product that ranks alongside *Monkey Island*. We aim to release it on PC, Amiga, CD32 and PC CD-ROM at the same time, with the CD versions having full speech throughout. We're looking for actors at the moment, but Bruce Campbell (from the Evil Dead films) would make a great Joe King."


It's the amazing Captain Pogo Stick.

Sounds a great idea. Anyway, as we cast these roving software types into the gloom and drizzle of an overcast evening, I asked Steve if England lived up to its reputation of being cold and wet, but he just shivered and got dripped on.
● *CAM WINSTANLEY*

FLY THE FRIENDLY SKIES IN THE AMAZON QUEEN!

WIN

Promotional gear – we just love it! It's a rare occasion these days that a game comes out without an accompanying flurry of T-shirts, badges and novelty mouse mats, but Renegade have come up with a truly fab one to promote *Flight of the Amazon Queen*. They're little replicas of the eponymous 1940s plane, and even though they're only card, a 'special' weight in the nose makes them superb stunt flyers. They've been buzzing round the office for weeks now, but anyone's yet to match Cam's circumnavigation of the office and perfect landing on Steve's 'In' tray. We've got literally dozens of them to give away to who ever writes in, so write your name on the back of a postcard and send it to: 'Of all the compos, in all the world, and I had to enter this one', AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

MORE UPBEAT CD32 NEWS

More than half of all CD games sold are for the CD32, according to the latest figures from Gallup, with the machine now accounting for 55.6% of the market. (That's compared to 44% last time we printed one of these slightly tedious statistical stories.) The supposedly-so-popular-they've-had-to-reprint-the-magazine PC-CD-ROM is trailing horribly on 24.2%, with the Mega-CD slipping to 18.3%, the CD-i (whatever that is) on 1.1% and the Apple Mac CD-ROM with 0.9%. "Of all the platforms out there only Amiga CD32 can deliver advanced CD gaming now," disclosed Commodore's Kieron Sumner. "Its chart performance is hard proof of its unstoppable progress."

AMIGA POWER'S GUIDE TO BUYING MAIL ORDER

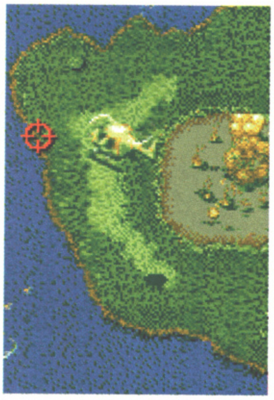
TEN STEPS TO SAFETY

When you're buying from any mail order company, it's worth following these AMIGA POWER guidelines:

1) Before you send any money, ring the supplier to make sure the item you require is in stock. Ask questions about the company's policy on delivery and returns of faulty equipment. Make sure there are no hidden costs such as postage and packaging. Find out when you can realistically expect to receive your goods.
2) Always read the small print on adverts.
3) Beware companies that do not include their address on their adverts. Also, avoid companies which do not answer or return your calls. They're probably hiding something.
4) By far the best method of payment is by credit card. If ordering goods of more than £100 in total value, remember that you are legally entitled to claim compensation from some credit companies if the retailer goes bust. Check your credit card company's policy. You can also try to get extra insurance in advance.
5) If you're not paying by credit card, pay by cheque. Never send cash, and avoid using postal orders.
6) Keep records. If you are buying by credit card, keep a note of the time of the order and ask for an order number. When ordering anything over the telephone, always double-check the price.
7) If you are sending a cheque, keep a note of the cheque number, the date and the exact value. Make sure you know the exact name of the mail order company.
8) When you receive your goods, check them carefully. If anything is missing or faulty, contact the supplier immediately.
9) Always order from the most recent issue of AMIGA POWER.
10) If a problem does arise, contact the supplier in the first instance. Calmly and politely tell them your problem. Most problems turn out to be minor hitches or misunderstandings that can easily be resolved. If you think you have a genuine grievance, contact your local Trading Standards Officer. The number is in the phone book.

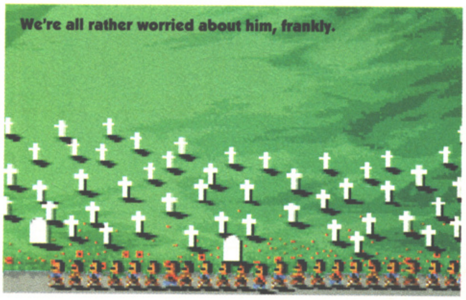
EXCLUSIVE!

WAR (AND FOOTBALL) NOW TWICE AS MUCH FUN

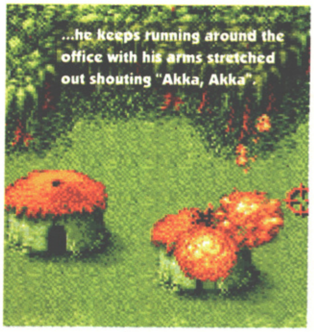


Cannon Fodder mission disk on the way!

Pacifists the world over wept tears of joy yesterday as top programfuhrers Sensible Software announced a new extra-missions data disk for their world-beating war-is-stupid game *Cannon Fodder* (94% in AP32, and No 2 in the new All-Time Top 100). The disk, to be released as an add-on to the original version, will contain no fewer than 72 (count 'em!) new missions, the same number as the first game. When quizzed, enigmatic Sensible supremo Jon Hare would only say "It'll all be over by Christmas". This is a fast-breaking news story, so we don't have any more details yet, but rest assured we'll be keeping firmly on the case.


We're all rather worried about him, frankly.

Cam has been unable to control his excitement...


...he keeps running around the office with his arms stretched out shouting "Akka, Akka".

In related news, the Saffron Walden coding maestros also announced a new version of legendary zillion-selling football game *Sensible Soccer* (94% in AP21, and No 1 in the new All-Time Top 100). To be known as *Sensible Soccer Version 1.2 (International Edition)*, the game will feature referees, authentic World Cup competitions, and up-to-date entries for all the competing teams in this year's USA Finals. The gameplay will be tangibly identical to *Sensible Soccer 1.1*, but the new version will again be available as a cheap upgrade to your existing disks from publishers Renegade. Exact details on this aren't available yet, so please don't call either Renegade or AMIGA POWER about it at the moment – when we find out, you will, of course, be the first to know.

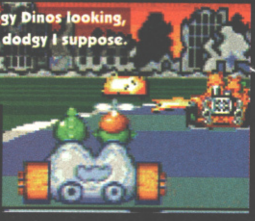
BUMP 'N' BURN

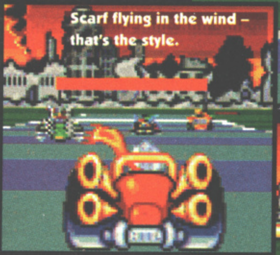
Game: Bump 'n' Burn
Runs on: A500, A600, A1200
Publisher: Grandslam
Authors: Pieter Opdam
ETA: Mid-Late May

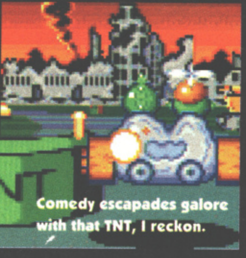
"The trouble with arcade-style driving games is that they're always going to be compared with benchmark games of the genre like *Lotus* and *Jaguar XJ220*," mused David Birch of Grandslam. Considering that many people consider one driving game to be much like another, I wondered what Grandslam's pitch is. What's so different about this effort that's going to make it stand out from the gathering? The answer came from David in two words: cartoons and characterisation. That's right, *Bump 'n' Burn* draws heavily from both.

I'll start with the cartoon influence. Think once, think twice, think Wacky Races. Yup, that age-old classic cartoon has been a major influence on the shaping and design of *Bump 'n' Burn*. So much so, in fact, that Grandslam are currently engaged in various swappings of lawyers' letters and the like over the look and feel of the game. The characters we played, The Dodgy Dinos, bear an almost uncanny resemblance to The Boulder Mobile and the Slag Brothers (Number One in the Wacky Races line-up, incidental fact fans).

The racer can be any character from a selection of eight.


The Dodgy Dinos looking, er, well, dodgy I suppose.


Scarf flying in the wind – that's the style.


Comedy escapades galore with that TNT, I reckon.

"A major influence on the shaping"

While we were looking at the game, David continually highlighted the 'cheesy' choice of names for these characters and their cars. I'll not list them all, but here's a random selection: Loretta Lamour (The Love Bug), Colonel Carnage (Tin Pot Tank Trakker) and Count Chaos (The Skull Crusher Special).

The game is intended to simulate all sorts of motoring mayhem and dirty trick manoeuvres. Some of the cars are programmed to be slow but tricky to pass; as soon as you try, they bump you, throw weapons at you, or do whatever it takes to slow you down.

Of course, you can do just as many nasty things back to the other competitors as they try to do to you. Each competitor has his own special weapon – for example, the Dodgy Dinos throw bones at their enemies, Loretta Lamour throws lips and so on.

The version I saw was unfinished, so it's hard to say what the game's going to turn out like. It's got the usual split screen two player option, but due to some sort of hardware misunderstanding (the autofire was possibly left on) the bottom car didn't run at full speed. Things are looking sort of promising, though.

● *STEVE McGILL*

JURASSIC APOLOGIES

In our *Jurassic Park* guide in issues 36 and 37, we only printed A1200 codes, and forgot about all of you poor old A500 owners. Hopefully you'll forgive us if we now reveal that they're...

Level 1 - No password required
Level 2 - 8EB75C3D
Level 3 - DE5FB8C5
Level 4 - EEE7740D
Level 5 - BEB75C25
Level 6 - AEA7542D
Level 7 - BEA7542D
Level 8 - CE5FB0C5
Level 9 - FE6FA8DD
Level 10 - EE77780D
Level 11 - 9EO74035

SERIAL KILLER UPDATE

Remember in AP35, when Steve said he'd tell you how to make up your own lead so that you could connect two Amigas together and play all of those exciting games that have a serial link option? He wasn't kidding.

We don't have the space or inclination to draw diagrams and stuff, basically because the job's so simple.

Go down to Tandy and buy yourself two standard 25 pin RS-232 connectors. Invest in the hoods for the connectors as well. If your pocket can stretch to the expense, purchase the shielded variety. Last but not least, work out the length of cable you think you need and add another couple of feet/metres to avoid disappointment. Oh, and make sure the cable you buy is three-core, preferably three or five strand.

Heat up a soldering iron, strip both ends of the cable, tin the ends and do all the other sensible stuff that electronic mags tell you to do when soldering. Now for the important bits. Solder the 'tinned' strands of one end of the lead to the pins marked 2, 3 and 7.

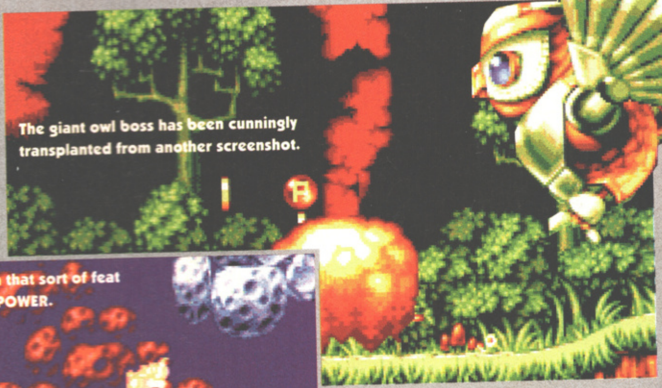
You should now have one 25 pin connector with three seperate wires soldered onto pins 2, 3 and 7. Pay exceptional attention to the following: take the other connector and solder the free end of the wire connected to pin 7 to the free pin 7. Then solder pin 2's free end to pin 3. Pin 3's free end should now be soldered onto pin 2.

Pin 7 should now be connected to pin 7. Pin 3 to pin 2 and pin 2 to pin 3. Check that you've got it right and that there are no traces of solder forming a bridge between the pins on the connectors. As soon as you're sure that everything's hunky dory, put the shields on the connectors and hook up your Amigas. You are now ready to play any games that offer the serial link option.

If you missed our feature and are wondering why you should do all this, it's because you can have twice as much fun with lots of games such as *Knights of The Sky* and *Stunt Car Racer*. Honest.

RUFF 'N' TUMBLE

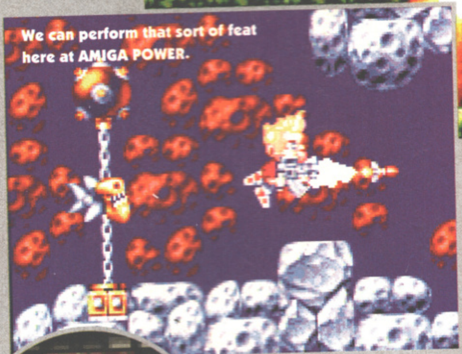
Game: Ruff 'n' Tumble
Runs on: A500, A600, A1200, CD32
Publisher: Renegade
Authors: Wunderkind
ETA: July/August

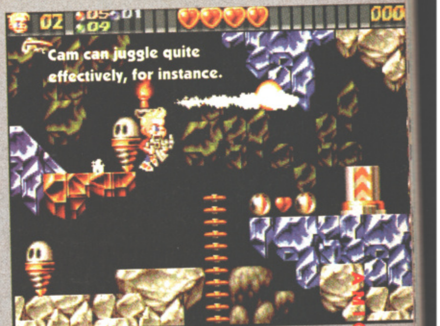

The giant owl boss has been cunningly transplanted from another screenshot.

We've had terrible trouble in the office this month trying to keep track of all these 'n' games. Let's see – there's been *Bump 'n' Burn, Bubble 'n' Squeak*... and now *Ruff 'n' Tumble* as well. Thank goodness *Bubba 'n' Stix* came out in February, eh?

But apart from the 'n', *Ruff 'n' Tumble* makes for a refreshing change. Okay, it's a platform game. Okay, it's got a pudgy little character with big eyes in it. And okay, you get an extra life if you collect 100 coins. But rather than having to jump on the robotic baddies' heads to kill them, you're given a nifty gun to shoot them with. And there are even more powerful weapons like flamethrowers and rocket launchers lying around, too. ("It's like *Turrican*, only cute," said Cam, with a curl in his lip.)

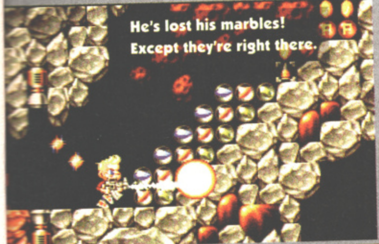
There are four worlds, and each one's made up of six levels. ("*Big* levels, mind," stressed Renegade's Jason Perkins as he struggled with the crap blue joystick we've been reduced to using this month.) The first one's a forest world, obviously, the second one's some caves with lava in, the third's a factory and the fourth one's a castle. (Slippy-Slidey Ice-World must be fully booked for August.) And to progress from level to level you've got to collect a certain number of marbles. The finer points of the plot haven't yet been finalised.

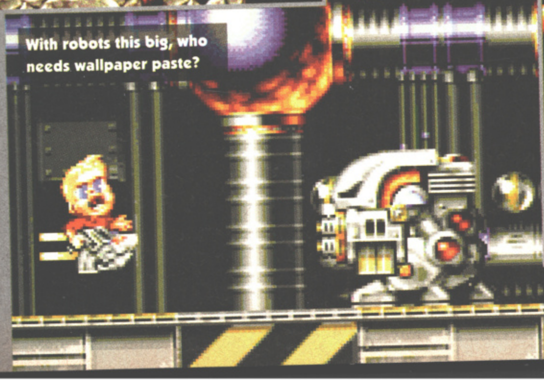

We can perform that sort of feat here at AMIGA POWER.

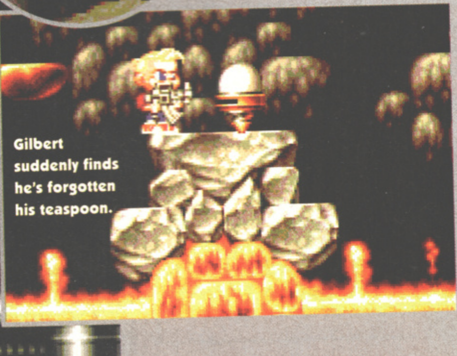

Cam can juggle quite effectively, for instance.

Ruff 'n' Tumble is being written with the intent of actually making it fun to play, rather than the chore some platform games can be. Simply making your character walk around and blow things up is entertaining enough in itself, especially when you track down a rocket launcher. The slick, cute graphics help a lot, with stacks of frames of animation for your character, and loads more for each of the baddies. But there are puzzley elements, too, where you've got do things like finding keys to deactivate forcefields. The game we looked at was quite a way off being finished, but Jason proudly demonstrated Renegade's map editor, which allows them to rapidly design all sorts of sneaky puzzles and traps simply by plonking things down on the screen.

"Collect a certain number of marbles"


He's lost his marbles! Except they're right there.


With robots this big, who needs wallpaper paste?


Gilbert suddenly finds he's forgotten his teaspoon.

There'll be versions for all the different sorts of Amiga, including a 32 colour 500/600 version, a 256 colour, parallax-scrolling 1200 version and a Dolby Surround Sound CD32 version. Which sounds just fine 'n' dandy.

● *JONATHAN DAVIES*

PLAYER NO
UNKNOWN XI
YUGOSLVA
TIME
00:23
The mysterious Unknown XI face up to a free kick.

STRIKER OUT ON CD32

Striker's out on the CD32. Er. Oh, and it's the same as the original, only so fast as to be almost unplayable.

SHOP TILL YOU STOP

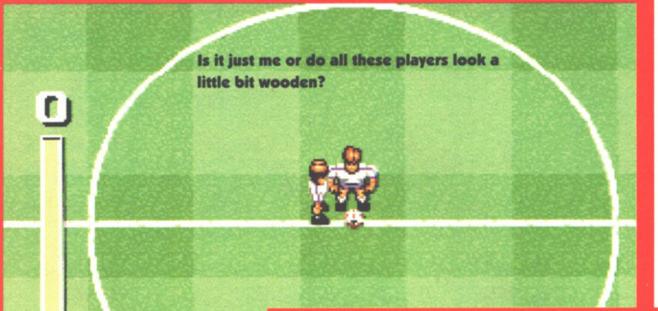
Next time you're in Debenhams, choosing some new towels, or picking out a pullover, why not pop into the new Silica computer department? They're to be found in 20 Debenhamses across the country, along with a flagship store in Oxford Street, London which boasts "dazzling lighting displays, video walls, demo pods and futuristic styling to highlight sections dedicated to different types of users". Presumably they'll have exactly the same games at exactly the same prices as everyone else.

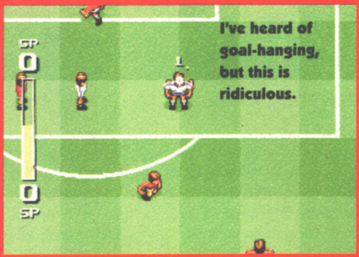
IN THE PINK

Millennium are proud to announce that they've teamed up with top under-age pop singer Little Sister to produce the soundtrack for their forthcoming release *Pinkie.* And there'll be a single released by Message Music to coincide with the game. Pinkie himself is "The friendliest alien there has ever been. He has been sent from the planet Purple to help creatures less fortunate than himself".

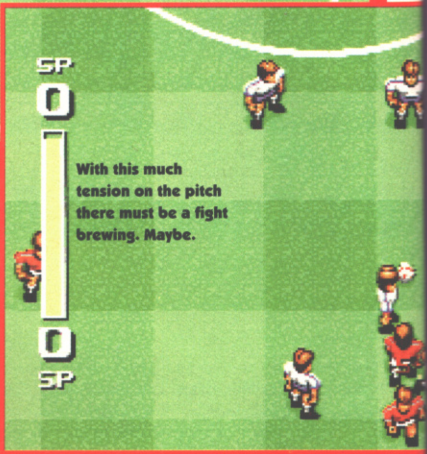
EMPIRE SOCCER

Game: Empire Soccer
Runs on: A500
Publisher: Empire
Authors: In-house
ETA: June


Is it just me or do all these players look a little bit wooden?



I've heard of goal-hanging, but this is ridiculous.



With this much tension on the pitch there must be a fight brewing. Maybe.

I bet Krisalis are relieved. For a little while there back in April, it looked like the boys from Old Trafford were going to bottle it when the pressure was on (or 'do a Dundee United', as we Scots refer to the phenomenon), and leave Manchester United Premier League Champions looking a little red devil-faced at the top of the ELSPA/Gallup Top 30. Luckily for them, it was Blackburn Rovers who fell foul of the Tannadice Tendency, and Man U clinched the title without having to kick a ball in anger, so the Rotherham software moguls can rest easy in their beds once again. Phew, eh?

Now, you might be wondering what all this has to do with *Empire Soccer,* and the answer, quite frankly, is nothing at all. But with 14 (at the last count) new Amiga football games appearing over the summer months, we've pretty much run out of things to say about them already. Empire's offering bucks the tiny-graphics trend set by *Sensible Soccer*, and continued by *MUPLC* and this month's *Sierra Soccer,* in favour of an arcade-style look, all big chunky players and comedy animations. The game itself is similarly coin-op-esque in play, with fast-moving end-to-end action and none of that tedious realistic midfield slogging which so bogged down the likes of *Striker.* If an authentic simulation is what you're looking for from this year's new footie crop, then look somewhere else, but *Empire Soccer* looks like it could be a nice simple arcade romp.

Sadly, that's pretty much all the information we've managed to glean from the very early playable demo we've seen so far, but Empire assure us that the finished article will be ready in plenty of time for that all-important World Cup 94 sales period, so watch out for a full review next, as they say, month.

● ***STUART CAMPBELL***

AMERICAN REVOLT MISSIONS DISK

If you've played your way through all of *Syndicate,* smashed your way past the fearsomely difficult Atlantic Accelerator mission and then had a blast on the extra mission on this month's cover disk, then you're probably gagging to get your teeth into some more shotgun and mini gun antics, right?

Well it just so happens that the mission on the coverdisk is just one of 21 completely new and rock hard missions that make up the American Revolt Missions Disk. It's been hanging around the Bullfrog offices for quite a bit now, just gathering dust, so those whacky lads and lasses on our sister magazine Amiga Format have taken it upon themselves to release it.

It's £12.99 (which works out at a bargtastic 68p per mission) and is only available directly from Amiga Format. Send either a cheque payable to Future Publishing Ltd or your credit card details (including that vital expiration date) to:

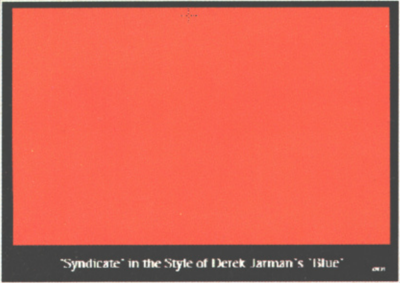
Future Publishing,
Syndicate Missions Disk,
FREEPOST, Cary Court,
Somerton, Somerset TA11 7BR,

and the little Future trolls will endeavour to send you a spanking new set of missions as soon as they can. Who says Amiga Format's all bad? Not us, that's for sure.

Grow your own friends with the new *Syndicate* missions disks.

IN THE STYLE OF...

Entries are still flooding in by the mailbag-full for this, one of the most popular sections of AMIGA POWER in recorded history, but this month we were most taken by one of the more minimalist efforts. Amir Nettler of Oxford offered his interpretation of Bullfrog's ultra-violent *Syndicate,* but In The Style Of Derek Jarman's 'unusual' art movie Blue. We were sufficiently impressed to award it 8/10, which would ordinarily mean £160 worth of free software for young Amir (printed entries for In The Style Of win £20 worth of software for each mark out of 10 we award the picture, you see), but we decided to take half of the marks away again in tribute to the recently-deceased director, leaving Amir with 4/10 and £80 of free games. Hurrah!


'Syndicate' in the Style of Derek Jarman's 'Blue'

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In The Style Of,
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AMIGA POWER GALLUP CHARTS TOP 30

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1 (NE) **MAN UTD PREM LEAGUE CHAMPIONS** Krisalis £29.99 ★★★
2 (NE) **BENEATH A STEEL SKY** Virgin £34.99 ★★★★
3 (1) **CANNON FODDER** Virgin £29.99 ★★★★★
4 (2) **FRONTIER: ELITE 2** Gametek £29.99 ★★★
5 (4) **PREMIER MANAGER 2** Gremlin £25.99 ★★★★
6 (5) **THE SETTLERS** Blue Byte £34.99 ★★★★★
7 (6) **SKIDMARKS** Acid Software £25.99 ★★★★
8 (3) **LIBERATION** Mindscape £29.99 ★★★★★
9 (14) **ZOOL 2** Gremlin £25.99 ★★★★
10 (7) **MORTAL KOMBAT** Virgin £29.99 ★★★★★
11 (15) **SENSIBLE SOCCER 92/93** Renegade/Mindscape £25.99 ★★★★★
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13 (18) **STREET FIGHTER 2** Kixx £14.99 ★★★
14 (64) **FACE OFF ICE HOCKEY** Buzz £9.99 ★★
15 (71) **F1 GRAND PRIX CIRCUIT** CDS £7.99 ★★★
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19 (20) **ALIEN BREED: SPECIAL EDITION 92** Team 17 £10.99 ★★★★
20 (13) **EYE OF THE BEHOLDER** Kixx £16.99 ★★★★
21 (24) **JURASSIC PARK** Ocean £25.99 ★★★
22 (11) **CHAMPIONSHIP MANAGER 94 DATA DISK** Domark £9.99 ★★★
23 (12) **JOHN MADDEN FOOTBALL** Hit Squad £12.99 ★★★★
24 (55) **MANCHESTER UNITED EUROPE** Buzz £9.99 ★★★★
25 (NE) **POLICE QUEST 2** Kixx £14.99 ★★★
26 (42) **THE CHAOS ENGINE** Renegade/Mindscape £25.99 ★★★★★
27 (NE) **DARKMERE** Core £29.99 ★★★
28 (NE) **FURY OF THE FURRIES** Mindscape £29.99 ★★★★
29 (20) **CHAMPIONSHIP MANAGER ITALIA** Domark £25.99 ★★★
30 (34) **TRIVIAL PURSUIT** Hit Squad £7.99 ★★★★

We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're not still sponsored by Penguin!

AMIGA POWER RECOMMENDS

Any of these should keep you happy during those long summer evenings.

APOCALYPSE

Virgin

"Apocalypse starts off hard and gets exponentially harder." Basically speaking, it's an updated version of *Choplifter* for the '90s. It's got five levels and oodles of gameplay. You save hostages, waste the bad guys in a miasma of blood, guts and wanton carnage, and generally fly around destroying anything you don't like the look of. The drawback is that there are only five levels for thirty quid. Don't let that put you off, though – you aren't going to finish it in a hurry, that's for sure.

K240

Gremlin

Imagine a synthesis of *Sim City*, *Populous* and *Dune 2* taking place in the vast empire of space; well, at least a small sector of it. That's what *K240*'s like. Your mission is to get rich by mining all the valuable minerals in the Magellenic asteroid field. The one hitch in the plan is that you're not alone. There're up to six different types of aliens out there, and they're all set on bombing you into oblivion. For strategy, tension and out-and-out aggression,

HEIMDALL 2

Core

A 3D-isometric adventure romp. You control either lumpen ox dimwit god Heimdall or a cute, blond-haired Valkyrie who walks like Shaggy from Scooby Doo. Basically, *Heimdall 2* is one of those romps where you end up trekking all over the place to locate objects that can be used in some other location to complete your quest. The main quest is the location and retrieval of four pieces of a magical amulet. It's not that easy, though: each sub-quest is broken down into other sub-quests. With well over 100 locations to visit, you're not going to finish this one in a fortnight, that's for sure.

NAUGHTY ONES

Interactivision

A repeat performance in the AP Recommends stakes for this one. Contrary to everything we've ever believed in the world ever, this is one stonker of a little game. It'll probably not get bought in droves, but that still doesn't detract from the fact that Stuart Campbell gave it 90 percent in AP36 and summed it up succinctly by saying that "it's everything platform games should be, but almost never are".

FLY HARDER

Krisalis

That's right, we liked this one so much that we decided to remind you of it again. It's a well-thought-out hotch potch combination of *Thrust*, *Oids* and *Lunar Lander*. What's more, when the Newtonian physics manoeuvres get too tricky for any joystick antics, you can opt to use the keyboard. A rarity these days. What's more, *Fly Harder* is a budget release and deserves to be bought in droves. Fly it today.

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Other : Fast load/save, Printer access, 20 Options to set various game preferences, Instruction book, Easy to play, Technical support.

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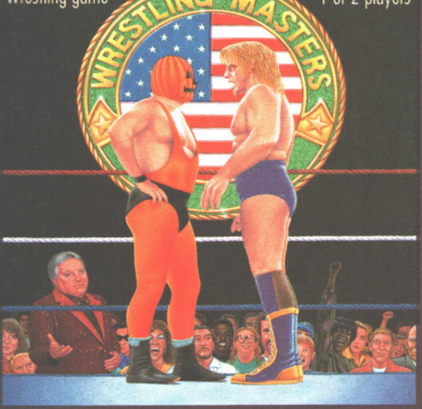
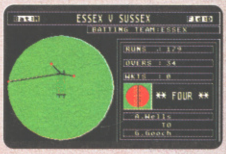


CRICKET MASTERS

This is a purely managerial cricket manager game that concentrates on strategy and includes plenty of relevant statistics. The game has been designed and developed by a true fan of the sport. It replicates everything that a real manager has to contend with and it's a totally unique production that anyone with an interest in Cricket should experience.

A summary of the main features is shown below:-

- AXA EQUITY & LAW 18 league county teams, 50 overs per game.
- 4 Cup competitions including Benson & Hedges, Nat West.
- 20 different match umpires with accurate names and strictness.
- Accurate player details Surname, height and age.
- 27 different player attributes. Most skills have a direct impact on the effectiveness of each individuals actions during a simulated match.
- Easy player selection. All game text is clearly presented.
- Batting and bowling averages. Top batting and bowling tables.
- 3 Different training intensities to boost batting, bowling or fielding.
- Weather, pitch and light often make an impact on ground condition.
- Full match highlights let you watch the action ball by ball with full graphics and/or realistic sampled sound effects for significant events (Fours, Umpire decisions, etc.). Interventions are permitted at any time to change batting tactics or fielding placings.



- 3 Batting/Bowling classifications (Normal, Attack and Defend).
- Choice of 15 different field placings.
- Full scorecard results with best batting and bowling figures.
- Other staff (Physio, Groundkeeper, Scout) can be hired and fired .
- Annual league fixtures listing. Current week and last league results.
- View current cup competition draws and historic records.
- Real time transfer market. Player contract and wage negotiations.
- Sponsors, Printer access, Finances, Poor ground fines, Manager rating.
- 15 Options to alter game preferences, Load/Save game.
- Instruction book with plenty of examples.
- Plus many more fine details that we are unable to list here.

STABLE MASTERS V2

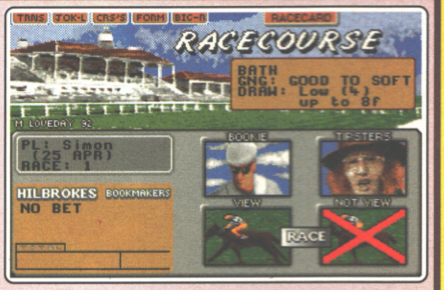
This game has been designed to be as close to real racing as possible. Five years of development by a clever racing expert has led to the second revision of this Flat Horse Racing Simulation.

Up to 4 players can participate as Owner Trainers with the primary objective of becoming the top rated trainer, in respect of prize money won, at the end of each racing season (March to November). There are up to 35 other intelligently controlled computer trainers to compete against and compare your personal performance.

To achieve this aim you must discover a potential champion and train them so that they become capable of competing well and winning any of the 47 big prize money races (Handicap and Group). eg. The Derby

To give you an idea of the tools provided in this game to assist you reaching your objective we have listed the main features below:-

- 250 horses each with over 60 independent variables.
- 26 different race courses (2 all weather), real life characteristics mirroring the diversity of racecourses in the UK (descriptions provided).



- 20 Jockeys who vary in ability and booking fees, Orders & Feedback.
- Formbook and Win Summary Cards cover the previous 200 races.
- Animated race display or just the result. View Declaration List for races.
- Very informative report by Head stable lad. Tipsters. Bookmakers.
- Racecards similar to racing press. Real life. Handicaps & Race Types.
- Viruses, Injuries & Vets. Load/Save game. Many other items included.

Version 1 is available upon request (Simple training & betting) @ £15.

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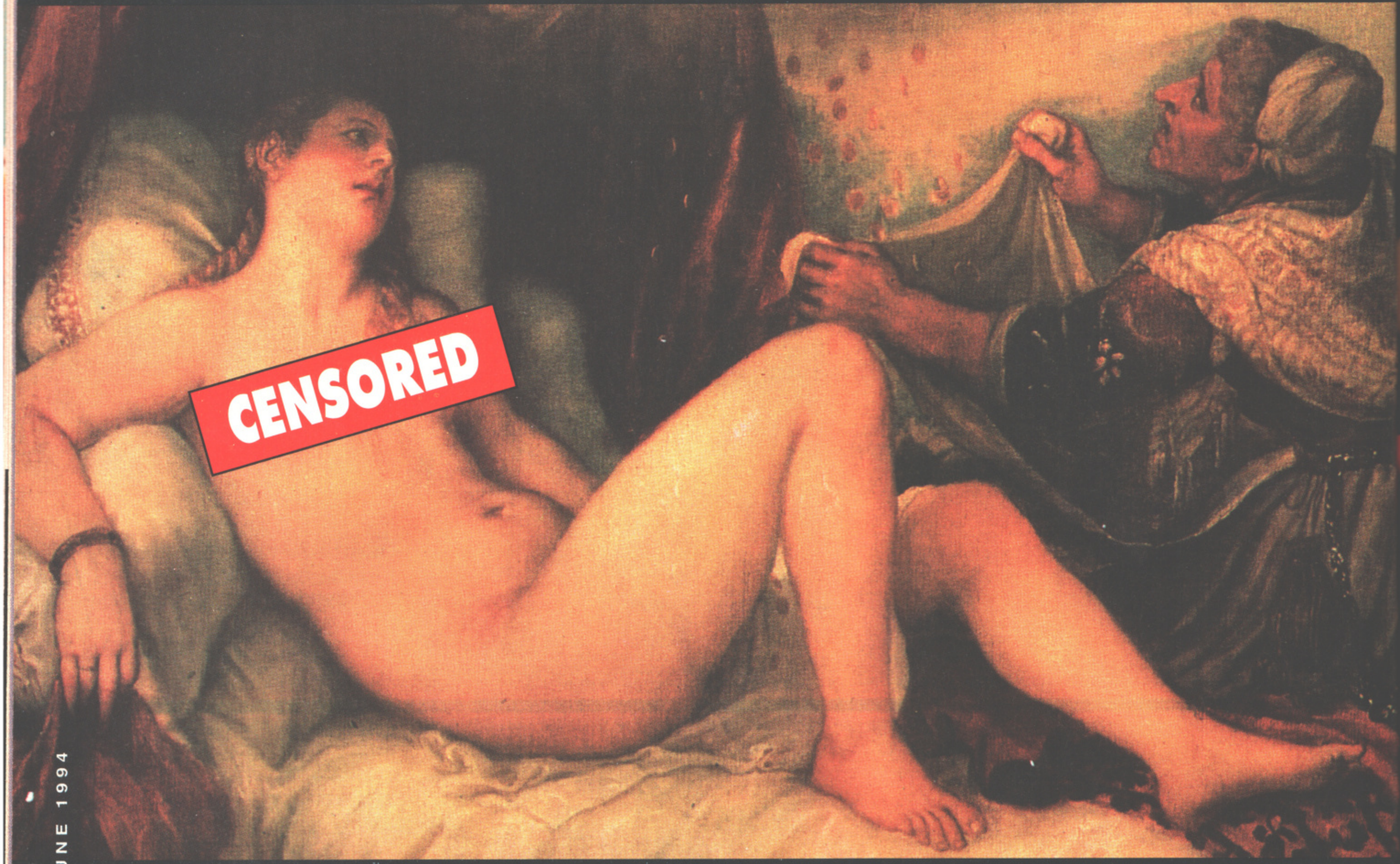


With censorship suddenly thrust into the public eye again, Cameron Winstanley refuses to be silenced by any interfering [redacted] politician.

Every so often computer games are unwillingly dragged out of the bedroom and pushed into the harsh tungsten lighting of the world's roving news-cams. It might be right-wing groups using Internet or schoolkids trading computer porn, but the papers and TV are constantly coming up with shocking new revelations. Is it all simply hype and scaremongering, or should we really be concerned about the illegal/immoral use of computers? This month, we take a serious, unbiased look at the iron-fisted, totalitarian and autocratic regime of censorship.

NIGHT OF THE LIVING CENSORS

At the time of writing this, censorship is once again hitting the headlines, with Liberal Democrat MP David Alton trying to push an amendment about home videos through Parliament. The original bill called for the banning of all 18-rated videos, and specific references to the depiction of violence would also have prevented the release of critically-acclaimed films such as Reservoir Dogs and Schindler's List.

With these recent calls for tighter censorship and greater control over what we can and cannot be permitted to view, and in the light of all the fuss about *Mortal Kombat*, it's only a matter of time before the focus of media attention shifts back to computer games once more.

Bearing all this in mind, we at AMIGA POWER have decided that it's time for one of our near-legendary, investigative-type, documentary-style features. Read on.

CENSORSHIP FODDER

AMIGA POWER's closest scrape with the censors came six months ago, when Virgin released Sensible Software's long-awaited wargame [redacted]. Both the box of the game and the cover of AP32 were supposed to feature a picture of a [redacted], but the Royal British [redacted] got wind of this plan, and quickly enlisted the help of the Daily [redacted] and a couple of rentaquote [redacted] to present a storm of outrage to a disinterested public. In the face of a potential boycott of both [redacted] and WH Smiths by quite literally dozens of AP-reading war veterans, not to mention the threat of a [redacted], Virgin and Future decided to [redacted] and came up with new images for their respective products.

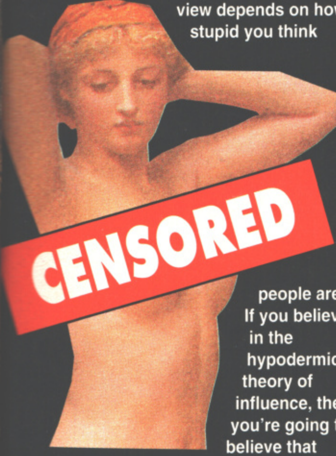
***Back Sides* – well it's puerile cack but if you want to play it, why should you be stopped?**

***Mortal Kombat* – too violent for kids?**

Gosh, I'm excited now.

RESERVOIR CENSORSHIP

Games: harmless and enjoyable pastimes, or blueprints for an antisocial, misogynistic and destructive lifestyle? Well, your view depends on how stupid you think people are. If you believe in the hypodermic theory of influence, then you're going to believe that violent games are terribly destructive. But if you credit everyone with just an ounce of common sense, then it's fairly obvious that people can distinguish between a bomb victim on the news and another dead civilian in *Syndicate*.



People say that one of the most potentially harmful aspects of video games is their interactive nature, so whereas you just watch carnage on TV, you actually choose who and what to maim or destroy in video games. So if interactivity's the benchmark for harmful behaviour, we can also include playing hide and seek, tig and even football as examples of confrontational, interactive experiences, right?

> “[redacted]”
>
> CENSORED

STRAW CENSORS

The other argument people come up with is “We must protect the children.” Well, we reckon that it's complete [redacted] to blame the teachers, the film makers, the programmers or society on this one. This one stands with the parents, and if they're going to leave 18 videos, adult-themed books and violent video games lying around where their kids can find them, then it's no one's fault but their own if they fall into the hands of the kids. We're sorry, but we took a vote around the office, and no one's prepared to watch Keeping Up Appearances, The Generation Game and Postman Pat for the rest of their lives on the off-chance that a small child may stay up and catch NYPD Blue.

A CLOCKWORK CENSOR

A word to parents: See that button on the front of the TV? It's the ‘Off’ button, and if you don't want your kid to watch something, then press it. Are you concerned about what your kids play in their bedroom? Why not take an interest? Why not ask them about games? Have a go on one, maybe. Don't you think that you should be aware of what forms a large part of most children's recreation time? Talk to your children. How hard can that be? You own them and everything.

LAST EXIT TO CENSORSHIP

What have we learned from all this?

1 Software companies aren't stupid. Designing and marketing a game costs vast amounts of money, so no one's going to spend ages writing a

DYNA BLASTER
PUSH FIRE BUTTON!
▶ GAME START
BATTLE
PASSWORD
COPYRIGHT 1990/1991
HUDSON SOFT

Computerised terrorism – or fun maze game? You decide.

THE HILLS HAVE CENSORSHIP

We wanted to get a personal view on the effects of censorship on artistic merit, so we decided to employ a respected and experienced authority on the subject. Sadly, we then found out that we couldn't afford one, so instead we tied AP Dep Ed Stuart Campbell to a chair, forced him to watch the edited TV versions of RoboCop, Repo Man and Aliens one after the other, and then stuck him in front of a typewriter, where he offered these thoughtful words of wisdom: “Censorship? I'll tell you what I think about censorship. [redacted] I [redacted] and [redacted]. Furthermore, [redacted] the [redacted] of [redacted] up their [redacted] to a [redacted] and [redacted] them. [redacted]!”

Thanks, Stu.

BACK TO BASICS

Jonathan Davies hotly denies any suggestion that he's an old fuddy duddy. But he does walk around Sainsbury's very slowly, blocking up most of the aisle with his trolley...

“I'm not foolish enough to think that, having watched someone die in agony in a pool of blood on their monitor, even the dimmest of Amiga owners is going to be inspired to commit a real-life murder. Or that, having oggled for a bit at a heavily-pixelated naked lady, he's going to suddenly undergo an Incredible Hulk-like transformation, dash out into the street, wrestle the nearest woman to the ground and perform unspeakable acts.

“But... well... that sort of thing just isn't very nice, is it? I don't want to see complete strangers taking their clothes off on my Amiga. Or smoking. Or sleeping together. Or injecting themselves with stuff. Or swearing. Or spilling their insides everywhere. What they do in the privacy of their bedrooms is their own concern. But let's keep it there, eh, rather than trying to con people into buying crap games with the promise that they might get to see something a bit naughty.

“I also think it's rather childish the way the rest of the team have been deliberately trying to provoke the censors by saying rude words like ‘bosoms’, or ‘willy’, or ‘underpants’, or... Come on – they're quite rude, aren't they? ‘Toilet’, then. ‘Doing it’? Oh... [redacted]

WHAT THE [redacted] ARE YOU TALKING ABOUT?'

'A helpful guide to the terms used in the censorship debate.

Censorship: The act of deleting material, forbidding publication or showing material that is deemed 'immoral' by panels of 'experts.' If this sounds like a cool idea to you, then why not [redacted] to Communist China and leave the rest of us alone to make up our own minds?

David Alton: An MP who apparently feels that the entire population's too stupid or simple to make up their own minds on films, [redacted] [redacted], [redacted] [redacted], or anything really. A bit of a [redacted]

NVLA: The National Viewers' and Listeners' Association. A group of aging handbag wielding do-gooders who took time out from spying on their neighbours in the 1950s and decided to interfere with television and radio as well. Fronted until recently by Mary Whitehouse the ultimate aim of the NVLA is for TV to show nothing but repeats of The Good Life and Bergerac. For ever. A whole bunch of [redacted]

The Hypodermic Theory: The view that whatever stimulus you are exposed to will directly affect you in a direct cause and effect manner. This is, of course, complete [redacted], as it would mean that all advertising would be 100% effective in convincing you to buy a product, that Zool really existed and that Australia consisted of a single small housing estate inhabitated by unconvincing actors.

The Moral Majority: Approximately three middle-aged housewives from America, who happen to be married to Senators. A majority of what exactly? [redacted]

Oooh, it's terrible that *Syndicate*, ought to be banned.

Oooh, it's terrible, etc.

I SPIT ON YOUR CENSORSHIP

It's not only games which are subject to restrictions on what they can and can't feature – even AMIGA POWER has to tread carefully if it doesn't want to spend six months of the year in court. For example, we're simply not allowed to use words like [redacted], [redacted], [redacted], [redacted], [redacted] or even [redacted]. [redacted], eh? If we did, every newsagent in Britain would immediately pull the magazine from its shelves and we'd probably all be thrown in jail for ever. The British public is more sensitive to colourful language (like '[redacted] [redacted], say) than anything else (ask the BBC or ITV which films they get the most complaints about – violent ones, sexually explicit ones or ones with swearing in them – if you want proof of that), and we'd be more likely to get away with printing pictures of people having [redacted] with [redacted] than we would with saying '[redacted]'.

game that shops won't sell and magazines won't advertise. The industry is self regulating, and has managed up to this point to produce games that aren't indecent or offensive. Unless you count *Dangerous Streets*, of course.

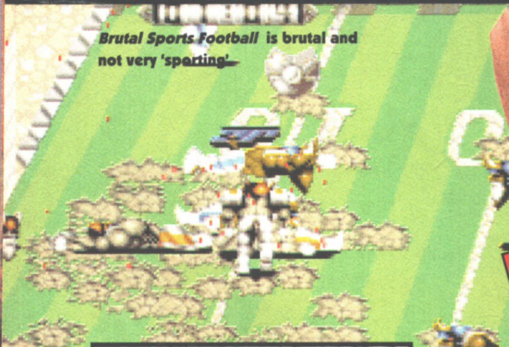
2 Software buyers aren't stupid.
A game that sells itself on overtly sexual or graphic themes has got something to hide, probably the fact that it's completely crap. So what would you rather do, buy a useless game with a picture of a nude female in it, or buy something like *Cannon Fodder*? Of course you buy the good game. You're not stupid. *(Are you quite sure about this one, Cam? – The authors of WWF Wrestlemania)*

3 Bureaucrats probably are quite stupid.
We've already covered that quite extensively, thanks. Mass market appeal doesn't have to mean pandering to the lowest common denominator, or bowing before a self-declared representative body of outraged defenders of the nation's moral health. There's a generation that has lived with computers since childhood, and are now getting to their 30s *(Don't know what you're talking about – The Steves)*. Is it right that they should have their choice of entertainment restricted by someone in Whitehall who's probably never even seen a computer game? Censorship at any level represents a restraint on your basic rights as an individual, and we think anyone who tries it on with computer games should just [redacted] [redacted] So there.

What do you think? Write to us at the usual address and we might print your letter (after we've edited it, natch).

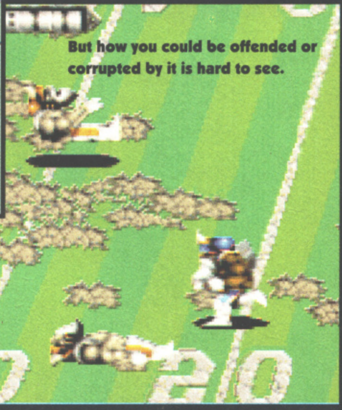
"[redacted]"

CENSORED



Brutal Sports Football **is brutal and not very 'sporting'.**

Speedball 2 **– lots of clean fun for all the family. We play it all the time.**

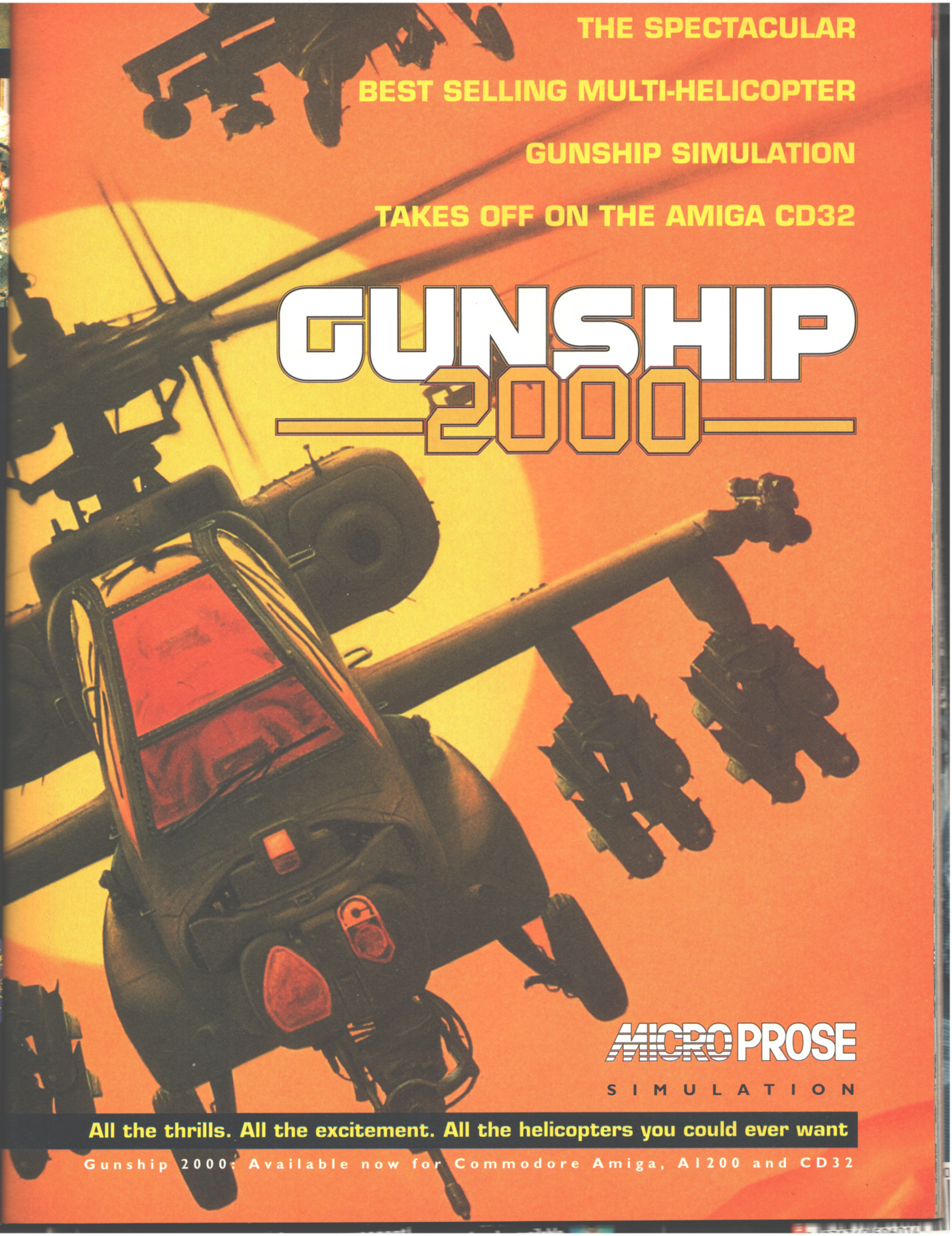


But how you could be offended or corrupted by it is hard to see.

THE TEXAS CENSORSHIP MASSACRE

Members of ELSPA, the European videogames industry representative body, have taken on board an additional set of taboos over and above those set out in the 1984 Video Recordings Act. These extra rules are set out in the Video Standards Council Code Of Practice (originally intended for use with movies on video), and have been directly adopted for use in videogame publishing. The Code states that depictions of the following may not be permitted in video games 'except when treated with the greatest of caution':

- Sexual [redacted]
- Random and gratuitous [redacted]
- Excessive and tasteless [redacted]
- [redacted] towards vulnerable women and children
- Excessive blood and [redacted]
- Racial [redacted]
- [redacted] and [redacted] abuse
- Encouraging the use of [redacted]
- Encouraging [redacted] acts
- Use of [redacted] expletives



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A terrible wind that robs people of speech, reason and memory.

One lonely survivor of the holocaust who has to re-educate the human race.

Add the Manga effect.

And the result is

THE WIND OF AMNESIA

The Manga effect can also be seen in

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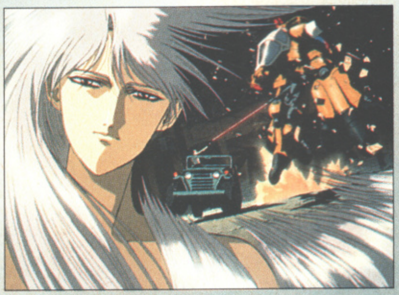
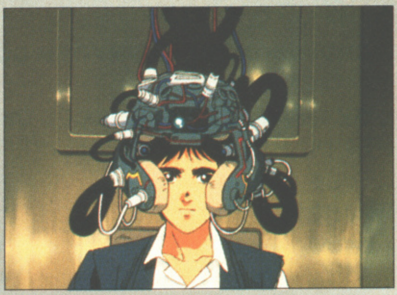


part of the Rumik World collection from one of Japan's most successful adventure writers, Rumiko Takehashi. A tale of hideous medical experiments, torture and grave-robbing.



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GAMES

~~JUST WHO DO WE THINK WE ARE!~~ THE ALTONS

The AMIGA POWER team were all a bit shaken up after last issue's ordeal at the hands of South African terrorists, so they all took a month off to recuperate, and left the mag in the capable hands of that lovable bunch of simple God-fearing redneck country folk from South Liverpool, The Altons. Parts of the following may have been 'adapted' for family reading.

JON-BOY DAVIES ALTON

Ask anyone in the town a deep or incisive question about rockin' chairs, and they'll scratch their hair (like they do), mumble "Rockin' churrs, now ain't that a tricky 'un" and then direct you up to Alton Mountain. Subsriber to What Churr International, Top Churr and Fast Churr magazines, Jon Boy likes nothing more than buildin', repairin' and renovatin' rockers. Double sprung, horsehair filled, pine, oak or beech, there ain't a type of rocker that Jon-Boy hasn't sat in or tinkered with. Yup, that Jon-Boy sure does love his rockin' chairs.

JIM-BOB CAMPBELL ALTON

Jim-Bob 'Wild Turkey' Campbell Alton loves the woods on the top of Alton Mountain, and spends all his time up there. He's also fanatically tidy, so he clears the shed out by taking the junk out into the woods and dumpin' it. Things like half gallon glass jars, huge sacks of corn and sugar and hundreds of feet of copper tubing get carried out into the woods every mornin', and every night Jim-Bob returns home empty-handed, the sweat of honest, good ol' boy toil wettin' his brow, affectin' his speech and co-ordination and forcin' him to admit that he loves everyone "like brothers." Yup, that Jim-Bob sure does love them thar' woods.

JASON WINSTANLEY ALTON

The Altons' resident ginger haired lanky kid's a bit of a muddy funster when it comes to the children on Alton Mountain. He laughs and chuckles all day long as they interrupt his honest, good ol' boy toil with innocent, youthful jibes of "Chris Evans, Chris Evans! Lanky geek kid, you look like the Proclaimers. Both of them! Nyar, nyar, nyar!" He loves the little scamps and likes nothin' better than organising games for them, such as hide 'n' seek (in burnin' corn stubble), creepin' Injuns (with Jason doing the creepin', in a combine harvester) and the ever popular 'pin the tail on the bull'. Yup, that Jason sure does love kids.

BENNY FARAGHER ALTON

"Well ain't that a pesky crittur?" said 'Simple' Benny, wipin' the sweat of honest, good ol' boy toil from his brow.

IKE McGILL ALTON

It's well known down these parts that Ike McGill's fruity adolescence was adapted for the silver screen, and formed the basis of the hard hittin' social drama Kissin' Cousins. You may have seen it – Elvis Presley plays Ike and his twin brother Ike, who wear identical checked shirts and consequentially get to snog each others girlfriends. These playboy days are now behind Ike, who manages to make a lucrative livin' hitchhikin' to and from the swamps. No one knows what happens to the friendly drivers who pick him up, or even their cars, but let's just say that Ike always earns plenty of wallets and wristwatches from his honest, good ol' boy toil.

MARY-ELLEN MEDDINGS ALTON

The liberal minded 90s have just reached Alton Mountain, allowing an era of free thought and equality. Unfortunately, it's the 1890s, so the women are bound by all manner of odd conventions. Showin' a bare ankle is definitely frowned upon, and even the most enthusiastic resident reckons that the vote for women is 20 or so years away. Despite such draconian restrictions, Mary-Ellen manages to split her time between makin' pot roasts, art editin' AMIGA POWER and bottlin' fruit and puttin' little squares of gingham check cloth over the top.

ELIZABETH SHERLEY-PRICE ALTON

Dubbed the wild child of the area, Elizabeth's a bit of a party animal. Every Saturday night, she replaces her work clothes (muddy from honest, good ol' girl toil, natch) with a cotton dress and heads off down to the raunchiest club in town. But you won't be findin' neon lights, mirror balls, dry ice machines and inflated bar prices here, no siree, because Bobby-Joe's Hoedown sells nothin' but ol' fashioned lemonade and rocks to the sound of square dance tunes all night. Yee-haw!!

JOHN GOLDER ALTON

The greatest hick PD expert in these rural parts couldn't turn up for the photo shoot due to a death in the family. You see, big John's a hunter and like most hunters, he's got a passion for bird dogs and blood hounds. "Ah got one lil' lady, name of Milly Jane. Hot damn, if mah lil' Milly Jane ain't the purdiest lil' bird dog in the entire valley. Course, ah tol' that durned dog to stay out of the house. Stay out of the house, ah says, but she still kept-a comin' in, nuzzlin' up ta me affectionately. So ah shot her." Such is life in the country.

OLIVIA PELLEY ALTON

Olivia (first cousin of long-serving AP tipster Rich) represents the unruly teen element of Alton Mountain, and has spent her every last cent on her pickup truck. Each metal part's now wrapped in a gleaming shroud of finest chromed steel, and she's managed to bolt on pretty much everythin', from a 30 foot whippy CB aerial to an astonishin' 47 floodlights on the front. She's also recently jacked up the suspension a staggering 85 feet and fitted balloon tires, but promptly forgot, jumped out and broke her legs. So here's a' picture of her sister, Lisa.

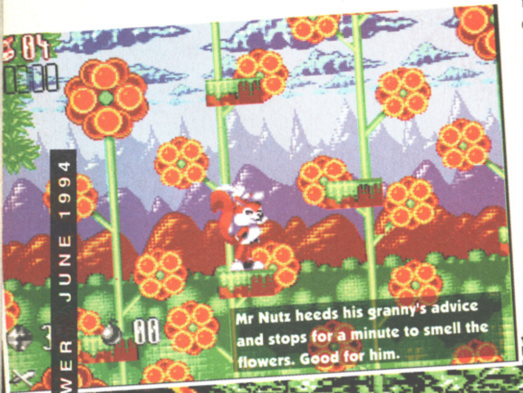
Ocean proudly present a game with a hazelnut in every 'byte'. Aha ha. Sorry.

MR. NUTZ HOPPING MAD

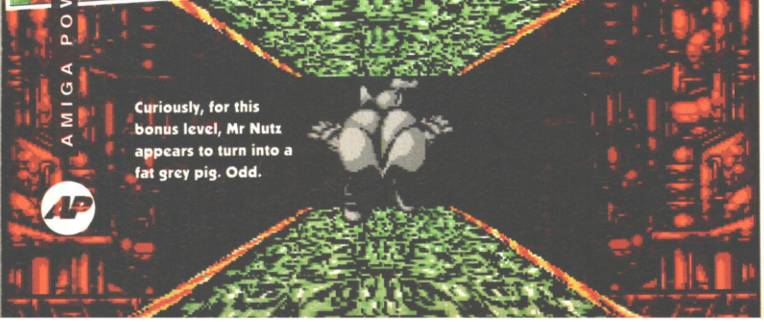
Game: Mr Nutz: Hopping Mad
Runs on: A500, A600, A1200
Publisher: Ocean
Authors: The Neon Team
Price: £25.99
Release: Out now

Schizophrenia is a funny thing. *(No it isn't. – Ed)* Take Mr Nutz, for example. *(Blimey, that's an uncharacteristically early plunge into relevance. – Concerned reader)* For one thing, he's not sure himself who he wants to be. At first he seems to want to be Sonic The Hedgehog, but then he changes his mind and reckons he'd be better off as Super Mario. But then he has another change of heart and goes for Zelda (eponymous star of several Nintendo RPGs) instead. As if all this wasn't confusing enough, he has a strange effect on anyone playing his game, too – one minute you're going "Ooh, that's a really nice idea", the next it's "Gaah! What kind of psychopathic moron designed this anyway?" I'll try to explain.

Even as I'm typing this paragraph, I don't know what mark I'm going to give *Mr Nutz: Hopping Mad.* I've been playing it for five days now, I'm three-quarters of the way through, and I still don't know whether I like it or not. (To be honest, I'm kind of hoping it'll become clear to me asI'm writing). It's a platform game, but with a definite Zelda-esque RPG angle, in that you have to do an awful lot of trekking around on a map in between platform sections, talking to other characters, collecting stuff and solving elementary puzzles. Indeed, the first time I reached the second world, it took me a good 10 minutes (well, there wasn't really anything good about them) just to *find* a platform section.



Mr Nutz heeds his granny's advice and stops for a minute to smell the flowers. Good for him.

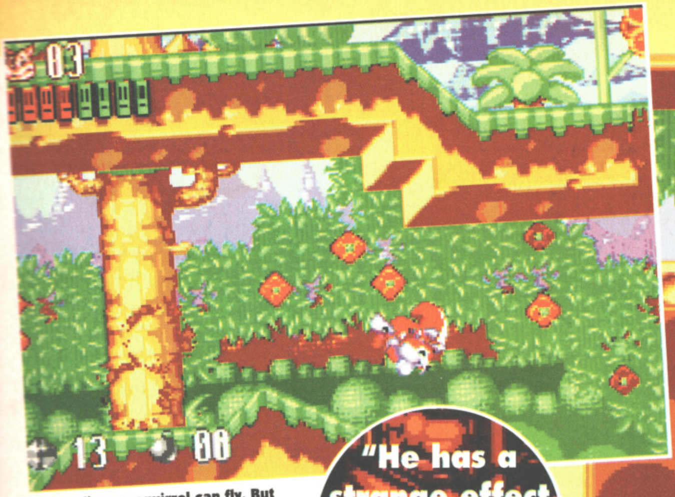


Curiously, for this bonus level, Mr Nutz appears to turn into a fat grey pig. Odd.

ARBOREAL

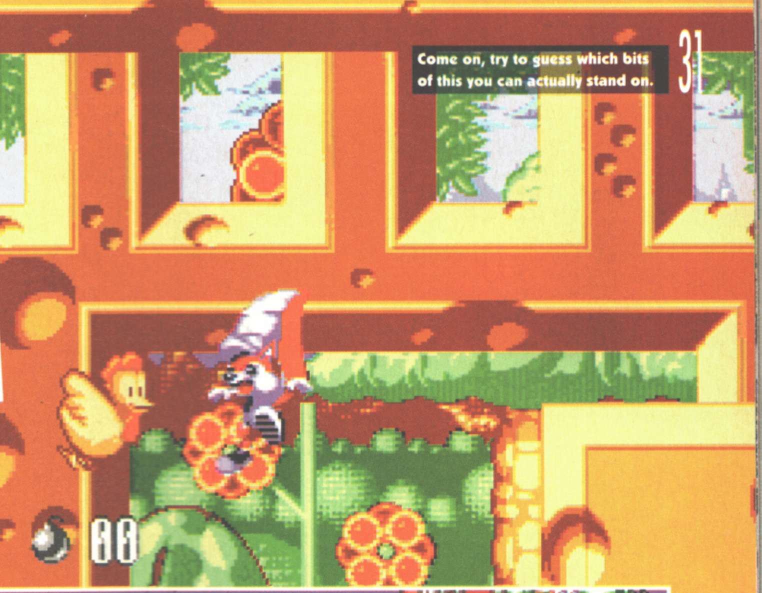
The game is also structured a lot like *Super Mario World* (look, sorry about always bringing up this kind of thing, but it's so blatant and deliberate I wouldn't be doing my job properly if I didn't tell you about it, okay?), but the actual platform bits are (oh no, not again) the closest yet that the Amiga's come to cloning *Sonic.* It's probably the best-programmed Amiga platformer I can recall (only *First Samurai* springs immediately to mind as a challenger), but the design is dangerously leaky in parts. Some of it's had the most painstaking care and attention to detail possible, but some of it's so thoughtlessly infuriating it's hard to believe the same people are responsible for it.

The graphics, as you can see, are lovely – multiple layers of smooth, fast parallax scrolling a-go-go, even on an ordinary 1 meg A500. Next time someone (the authors of *Cool Spot* or *Zool 2*, say) tries to tell you that the old machine simply



You'll believe a squirrel can fly. But you'll also find that it's too hard and pointless to actually bother doing it.

> "He has a strange effect on anyone playing his game"



Come on, try to guess which bits of this you can actually stand on.

can't handle that kind of thing, wave *Mr Nutz* in their faces and watch 'em blush. You also get some excellent SNES-Mode-7-type stuff, with bosses and bonus sections whizzing in and out flawlessly, and graphics are full of similar little tricks.

RODENT

But on the other hand, they're designed in such a way as to render lots of power-ups and baddies all but invisible unless you creep along a pixel at a time and scrutinize the screen with a magnifying glass as you go. Whether this is due to limitations on the numbers of colours or a deliberate design strategy I don't know. What I do know is that it's damn annoying to get repeatedly spiked by things you simply didn't see because they were the same colour as most of the background scenery.

Similarly, bits where you get whipped along uncontrollably by underwater currents, and then thrown out straight into a spiked wall will be a hanging offence come the revolution. The scenery itself is annoyingly inconsistent too, in terms of what you can and can't stand on. Frequently (especially in the later levels) you can stand on one piece of background, but not another completely identical one, and it makes navigating your way through the already-sprawling levels much harder and much less enjoyable than it ought to be.

IN MAY

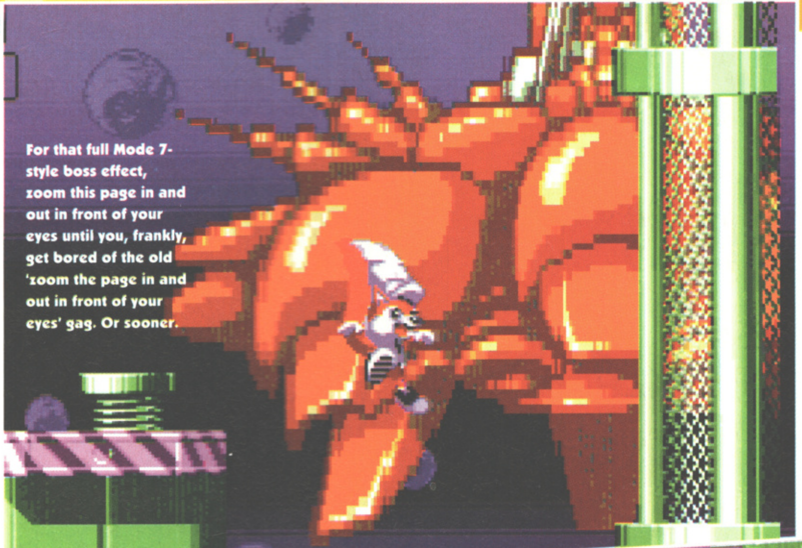
Still, I don't want to find too much fault with the graphics, because you *do* get used to them to a large extent, and even at their worst they're not a tenth as incomprehensible as, say, *Oscar*. The unfortunate thing is that they're one of a number of minor irritations that make playing the game less like having a good time and more like a chore, and the biggest bugbear among these is the amount of maze-mapping you must do.

Mr Nutz's worlds take shape as lots of little islands on big spread-out maps, with little identikit bridges and ladders and pathways. Because everything looks the same it's astoundingly easy to get lost, and because it's all in little tiny sections scattered over such a big area it's very hard to get your bearings.

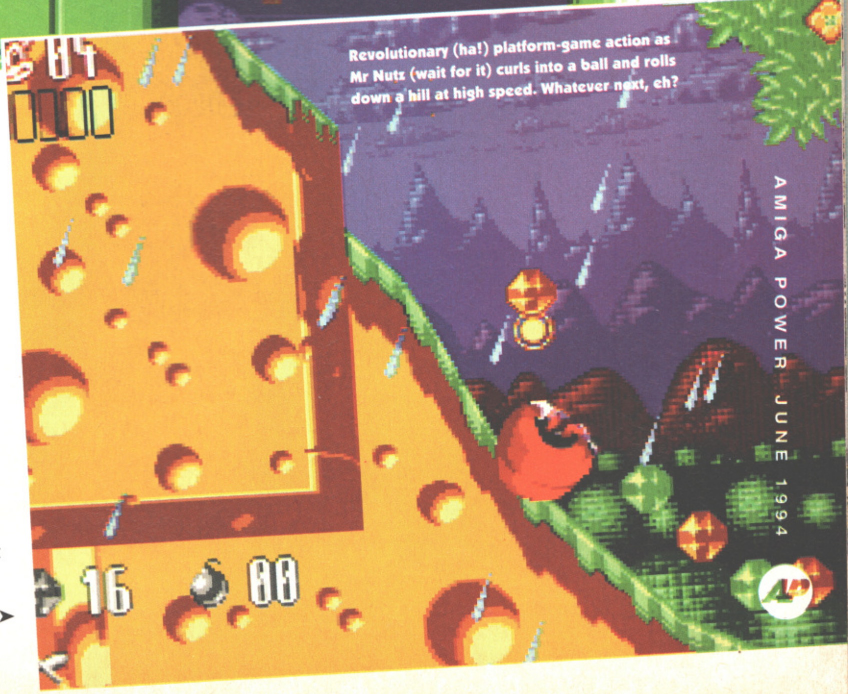
While the maps are full of little characters wandering around who you can talk to, practically none of them have anything interesting or relevant to say – most of the 'conversations' you can have only offer you one possible response at a time, or if you get more they often bring exactly the same result. Even if you make the wrong choice when there *is* a decision to be made, you can simply go back up to the character and start again.

SEEDY

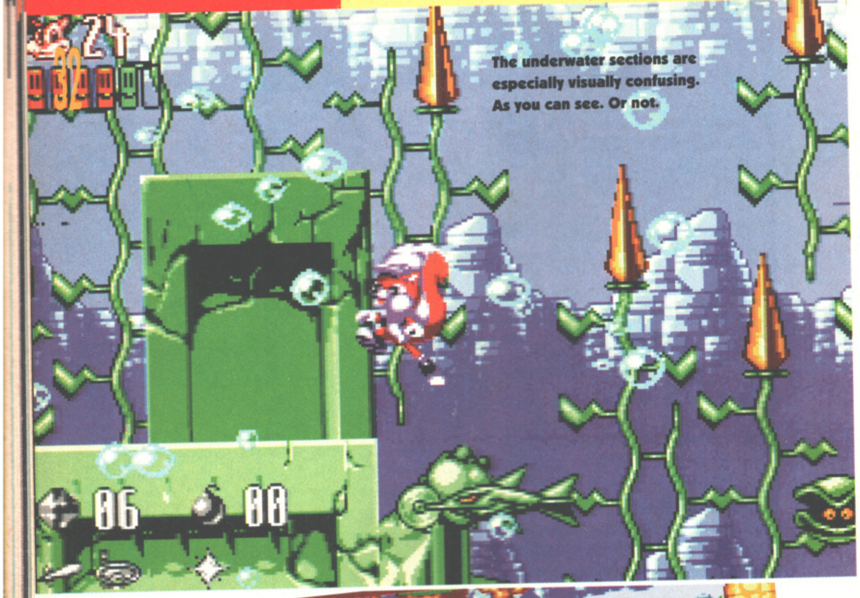
Bearing all this in mind, it seems daft to have to spend so much game time trekking around the maps trying to work out where anything is. You can't get killed or lose anything important in the map bits, they're just a linking motif to connect the platform segments, so it's just tedious and maddening to have to ➤



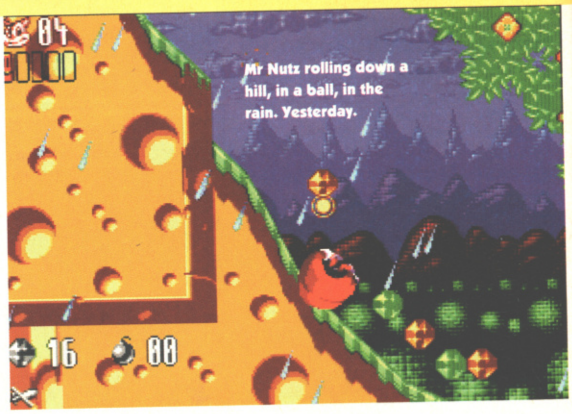
For that full Mode 7-style boss effect, zoom this page in and out in front of your eyes until you, frankly, get bored of the old 'zoom the page in and out in front of your eyes' gag. Or sooner.



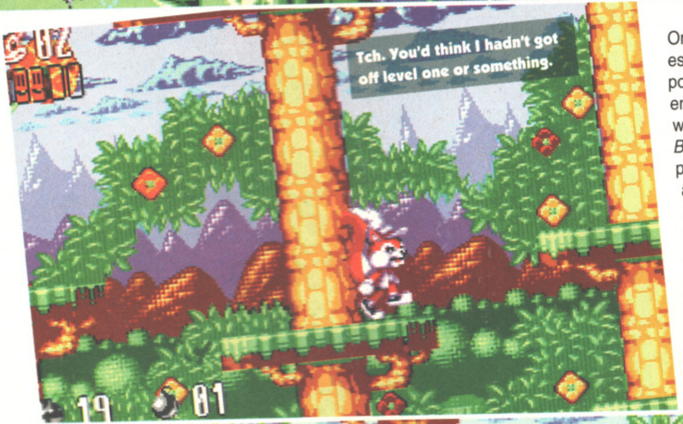
Revolutionary (ha!) platform-game action as Mr Nutz (wait for it) curls into a ball and rolls down a hill at high speed. Whatever next, eh?



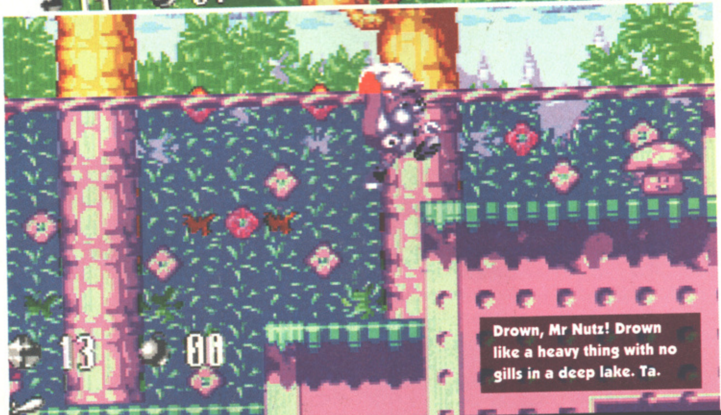
The underwater sections are especially visually confusing. As you can see. Or not.



Mr Nutz rolling down a hill, in a ball, in the rain. Yesterday.



Tch. You'd think I hadn't got off level one or something.



Drown, Mr Nutz! Drown like a heavy thing with no gills in a deep lake. Ta.

wander the identical pathways for five or ten minutes at a time trying to find the next platform stage. *(I think we can consider that point well and truly made now. – Ed)* Anyway, let's get back to the game.

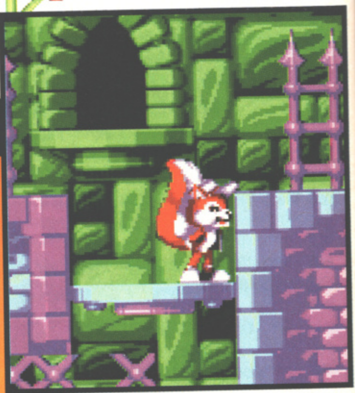
NESTING

One of the cleverest (and, indeed, *Sonic*-est) ideas in *Mr Nutz* is the way your hit points work. You actually carry your energy around as little sentient beings who look like the little brother of Stix out of *Bubba 'n' Stix*. When you get hit, the hit point sproings off and starts bouncing around of its own accord, and you can actually run after it and pick it back up again. More often, of course, you'll run after it only to lose another three hit points while you try to get it back, but forcing you to make that decision is a classic gameplay device, and it works very well here.

Oddly, quite a few other elements of the gameplay seem to be dropped in as a tease, and then simply not used for the rest of the game. In level one, for example, there are mushrooms dotted around which you use as springboards. After a bit, you notice that certain-coloured ones shuffle away from you when you're near them, and hence can be intimidated into moving quite a long way along the level into advantageous positions. After the first world, though, this neat feature seems to be completely abandoned, which is a bit of a shame. Likewise the bits on world two, where you have to cleverly manipulate a series of switches to raise and lower the water level in a partially-submerged stage in order to reach particular areas, seem to be a one-off puzzley interlude in the middle of otherwise uniformly-straightforward platforming. Oh, and by halfway through the last world, I'd accumulated no less than 17 'energy balls', without the remotest suggestion from either the game or the manual what I might need or want them for.

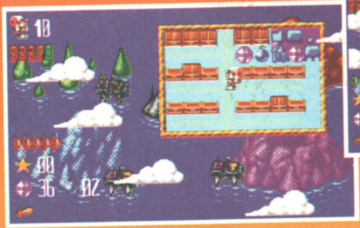
Blimey, this is going on a bit, isn't it? And quite honestly, I'm still not sure how to mark the game. Like I said, I've been playing it for quite a while now, and while it's regularly driven me almost to the end of my tether, I do keep going back to it. I've almost finished it, and I can't imagine wanting to put myself through it again once it's done, but I can't quite seem to let it go just yet.

How am I going to find a score? I know, how about some hard and tangible facts? You only get 20 main levels, but after the first world they're absolutely huge (a bit too big for my taste, in fact), and while the game isn't generally all that hard until the ridiculously tricky last world (1UPs are everywhere, and you should have at least 25 lives by the time you reach world three, for example), it'll take you a fair time to get to the end, even with the help of the save. The save facility is smart. What happens is that you can save your position either after defeating a boss, or

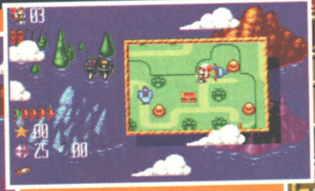


Blimey, I'm really going to have to pad this one, otherwise it'll never fill up all this spa

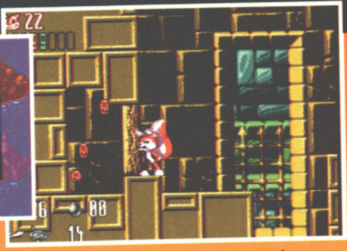
IT'S NO SECRET ANY MORE



Here's an absolutely goodie-stuffed bonus section from level two. (I think)



Whereas this is a free-power-ups bit that you don't have to do.



And this is your plain common-or-garden everyday secret room with hitpoints in. It.

in mid-
level if
you find
a save
point and
have
enough st
(although
might pre
on to you
other rea
getting ac
zones, se
message
decisions
save slot
screen y
copying,
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you can,
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current
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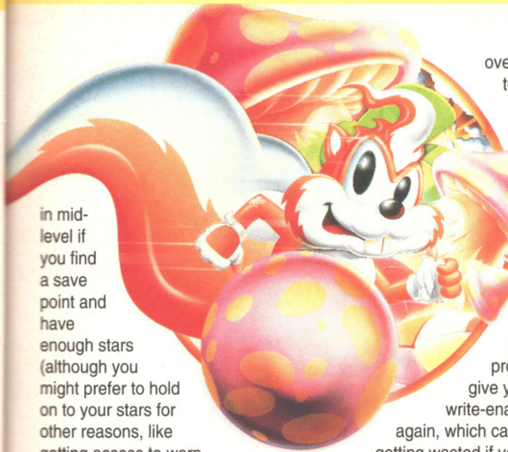


in mid-level if you find a save point and have enough stars (although you might prefer to hold on to your stars for other reasons, like getting access to warp zones, secret areas and messages and so on. Decisions, decisions). You can save to one of four save slots, and when you're on the options screen you can fool around with the slots – copying, deleting or renaming them at will.

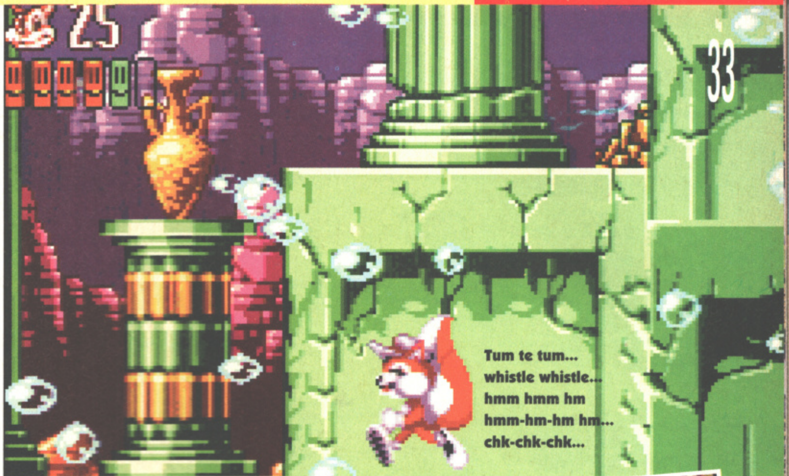
What this means in practice is that you can, for example, get to the end of the first world, save the game, quit and go to the options screen, copy the saved game into the other three save slots, then play on from one of those. Then, if you get past another boss or save point, you've still got your original end-of-level-one game saved as well as the one at your current point. This means that if you want to, say, go back over an earlier section to try to come out of it with more lives, stars or whatever, you don't have to start again from the beginning. Watch out, though – if you try to save with the game disk write-protected, it doesn't give you a chance to write-enable it and start again, which can mean a lot of effort getting wasted if you get killed before you can find and use a save point in the next world. I speak (natch) from experience.

KERNEL

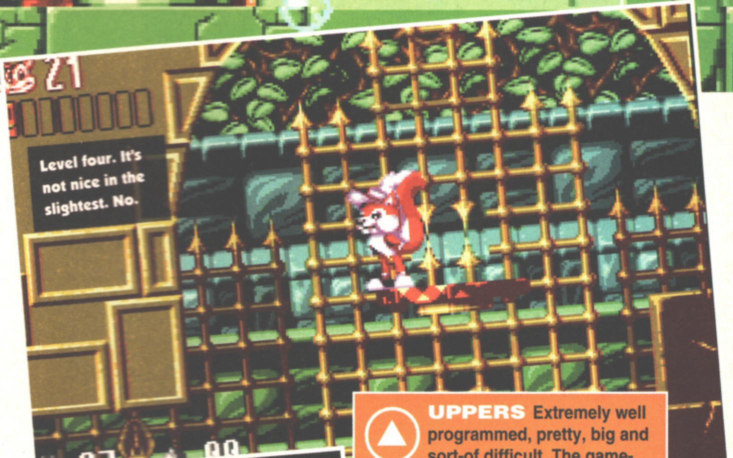
Right. Time to cut to the chase. For technical achievement, but mostly for the fact that I've kept coming back to it even though it kept annoying me, I've decided that *Mr Nutz* deserves the benefit of the doubt. I haven't heard of The Neon Team before now, but this isn't a half-bad start for them. If they can come up with an idea to match their obvious talent next time, then Bullfrog, Sensible et al had better watch their backs.

● ***STUART CAMPBELL***

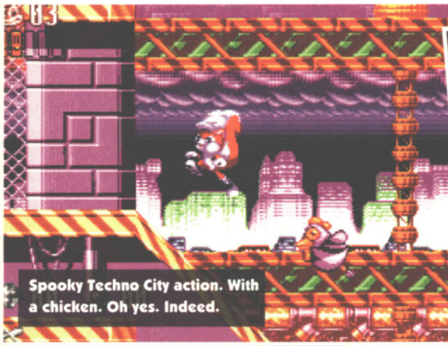
> **"Dropped in as a tease and then simply not used"**



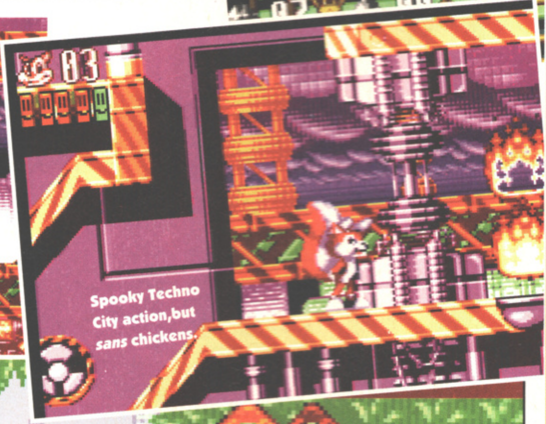
Tum te tum... whistle whistle... hmm hmm hm hmm-hm-hm hm... chk-chk-chk...



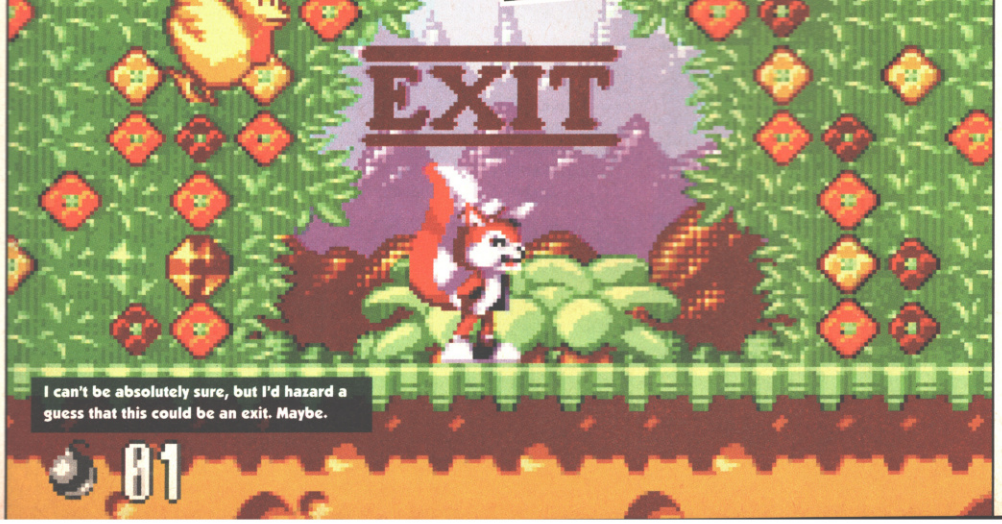
Level four. It's not nice in the slightest. No.



Spooky Techno City action. With a chicken. Oh yes. Indeed.



Spooky Techno City action,but *sans* chickens.



I can't be absolutely sure, but I'd hazard a guess that this could be an exit. Maybe.

UPPERS Extremely well programmed, pretty, big and sort-of difficult. The game-save system is particularly good. Oh, and there's one really good sound effect that reminds me of that seminal coin-op, *Galaxians*.

DOWNERS A bit sprawling and aimless at times, with rather too much wandering around desperately trying to find something to do. The RPG element is too slight to be worthwhile, but too intrusive to ignore. There are a few stupid and annoying idiosyncracies, too, and the music's not up to much.

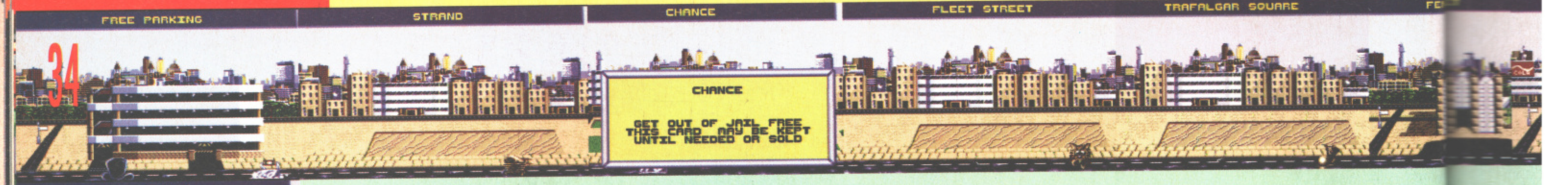
THE BOTTOM LINE

A curious and slightly muddled attempt at combining console classics *Mario*, *Sonic* and *Zelda*, and a not entirely-unsuccessful one. You'll take quite a while to finish it, but then you'll never play it again once you do. The Neon Team will write much better games than this, but it'll do for now.

80 PERCENT

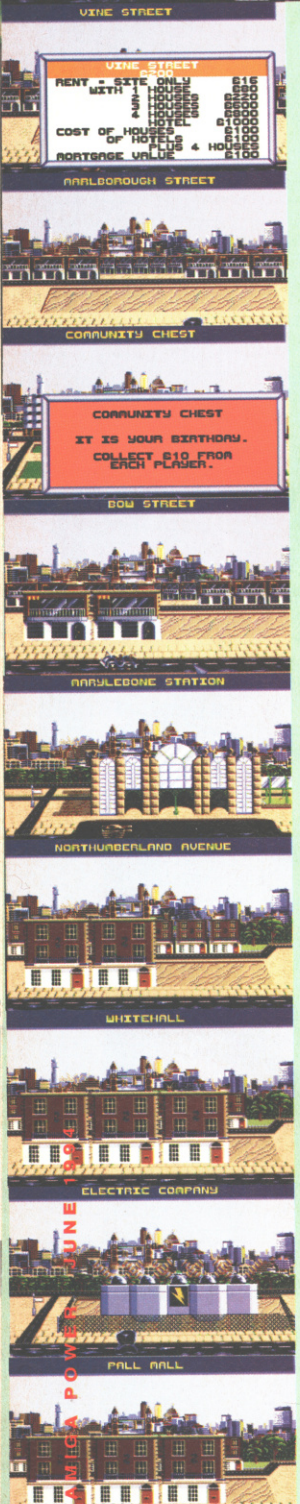
THE BOTTOM LINE

A1200 Less disk accessing, but otherwise no noticeable differences. Multiple drives are recognised anyway, so intrusion is minimal (and not a sign of 'Loading... Please Wait', either).


FREE PARKING
STRAND
CHANCE
FLEET STREET
TRAFALGAR SQUARE

CHANCE

GET OUT OF JAIL FREE
THIS CARD MAY BE KEPT
UNTIL NEEDED OR SOLD


VINE STREET
MARLBOROUGH STREET
COMMUNITY CHEST
BOW STREET
MARYLEBONE STATION
NORTHUMBERLAND AVENUE
WHITEHALL
ELECTRIC COMPANY
PALL MALL

VINE STREET
£200
RENT - SITE ONLY £16
WITH 1 HOUSE £80
2 HOUSES £220
3 HOUSES £600
4 HOUSES £800
HOTEL £1000
COST OF HOUSES £100
OF HOTELS £100
PLUS 4 HOUSES
MORTGAGE VALUE £100

COMMUNITY CHEST
IT IS YOUR BIRTHDAY.
COLLECT £10 FROM
EACH PLAYER.

Game: Monopoly
Runs on: A500, A600, A1200, A4000
Publisher: Supervision
Authors: Malcolm Lansell, Kevin Wells (programming), Graftgold, Jo Walker (graphics), Sound Ideas (sound)
Price: £27.99
Release: Out now

Monopoly on computer – a stupid idea, right? The whole point of playing Monopoly is getting together round a table with your friends, actually holding all those culture-icon banknotes and title deeds physically in your hands, trying to nick £500 notes when no-one's looking and putting everyone's fines and taxes into the middle for whoever lands on Free Parking (if you don't do this, you're lying). It's not about crowding round a poxy 14-inch monitor taking turns at the mouse and fiddling around with half-a-dozen menus just to swap your Regent Street for your mate's Trafalgar Square. That's the common wisdom on the subject, anyway, and I have to say I used to completely agree with it. But that's changed a bit now that I've played this new version. Oh yes. It provides you with eight players, any, all or none of which can be played by human participants or the computer. Also, each location is illustrated by a vaguely appropriate picture (ie Mayfair looks nicer than Old Kent Road), and building or knocking down houses and hotels are depicted with various animated sequences. Play is controlled by means of an unusually easy-to-understand icon system, but otherwise it's pretty much just good old Monopoly.

CRISPS

So, the age-old question approacheth – should you get this instead of the much-cheaper cardboard version? Well, maybe, but first you should be aware of a few niggling flaws.

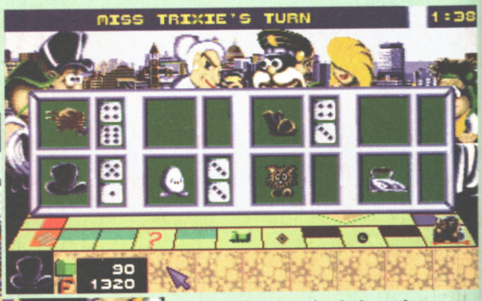
It's a bit annoying to have no idea of how much cash the computer players have – it might be realistic, but it's inconsistent if you're playing with other human players. You can see how much they've all got, but not the computer players, which is a little weird.

Secondly, I'd have liked it if the location pictures had some indication on screen as to who owned them, whether they were mortgaged or not, and so on. (Or at least an option to do it.) I can see why they haven't – it means that you've got to remember what you've got and pay attention at the risk of missing out on your rent – but it's not really fair. If you're playing the board game, you've got your little cards in front of you, you're not expected to commit them all to memory. Sure, you can call up a list of who's got what at any time, but it's a bit of a clumsy way to have to go about things. Personally, I always regarded skipping rent as a bad thing anyway – it just makes everyone sulk. It's also a touch odd to shout all over the box about having computer players with individual

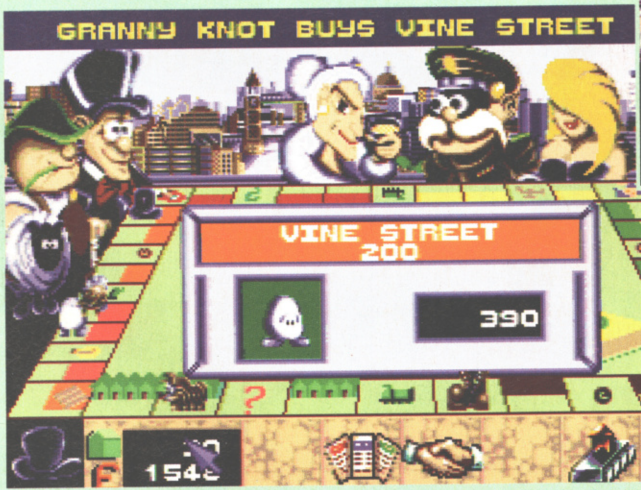
> **"It's a touch odd to shout all over the box"**

MONO

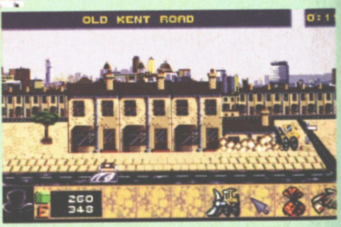
And how come there's only one Waddington's Games, then? Eh?


MISS TRIXIE'S TURN
1:38
90
1320

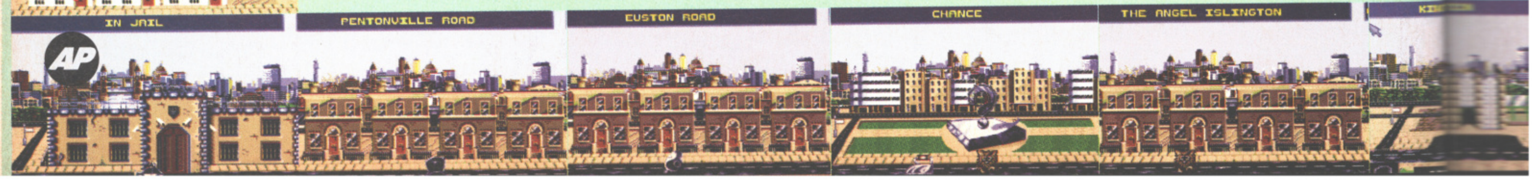
Exciting dice-throwing larks at the very start of the game. Phew, eh?


GRANNY KNOT BUYS VINE STREET
VINE STREET
200
390
1548
GO

Granny Knot gets well and truly had in a ludicrous gazumping episode. £400 for Vine Street, missus?


OLD KENT ROAD
260
348

The videogames industry, yesterday. Except for the Amiga, of course.


IN JAIL
PENTONVILLE ROAD
EUSTON ROAD
CHANCE
THE ANGEL ISLINGTON

LEICESTER SQUARE
COVENTRY STREET
WATER WORKS
PICCADILLY
GO TO JAIL
POLICE

laying
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ion
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were
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ou're
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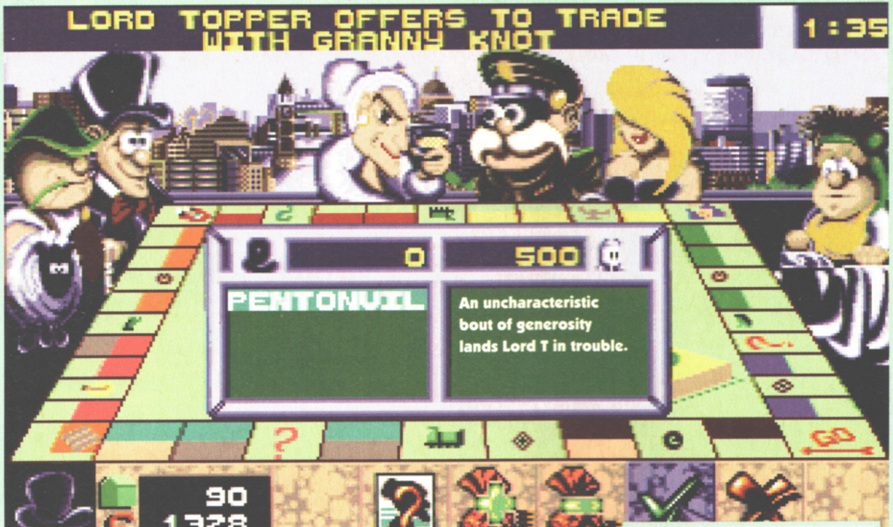
a bit
s.
t as a
sulk.
ox
ual

characters, then expect the player to play against them all a dozen times trying to work out what their characteristics are. It would have been better to have them all described in the manual, so you could deliberately set up harder, easier or just different games without having to play the thing for a week first. And, of course, if you *wanted* to work it out yourself, you could just tear out that page of the manual and eat it, or something.

MERGER

In fact, generally the only complaints I have about this version of Monopoly are about flexibility. There isn't any. I'm sure, for example, that it was Waddington's who wouldn't allow the old pay-the-fines-into-Free-Parking routine for


LORD TOPPER OFFERS TO TRADE WITH GRANNY KNOT
1:35
0
500
PENTONVIL
90
1328

An uncharacteristic bout of generosity lands Lord T in trouble.

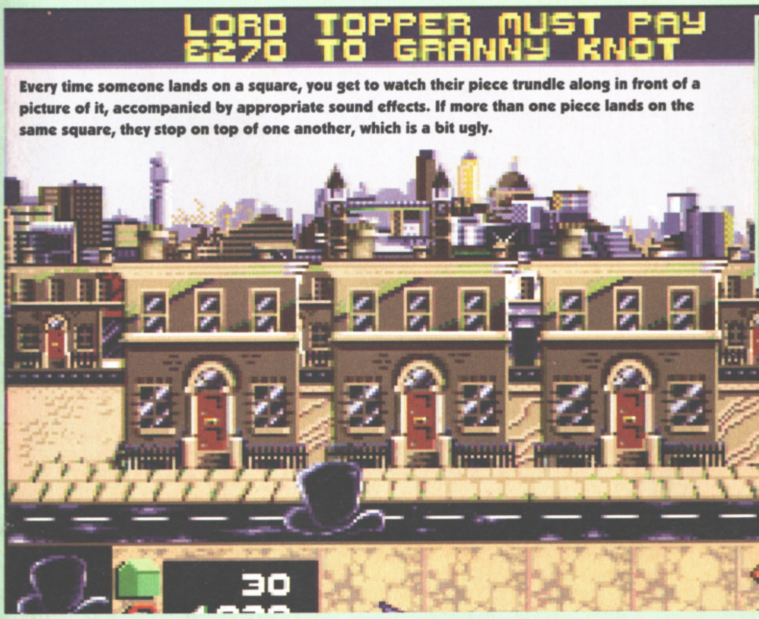
POLY

Moments later, he realises his mistake. But it's too late.

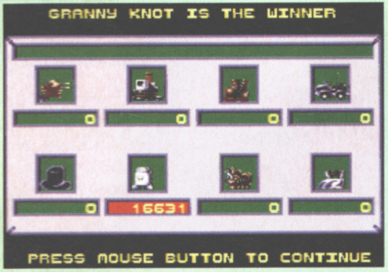
REGENT STREET
OXFORD STREET
COMMUNITY CHEST
BOND STREET
LIVERPOOL STREET
CHANCE
PARK LANE
SUPER TAX
MAYFAIR
GO

COMMUNITY CHEST
IT IS YOUR BIRTHDAY.
COLLECT £10 FROM EACH PLAYER.

CHANCE
GET OUT OF JAIL FREE
THIS CARD MAY BE KEPT UNTIL NEEDED OR SOLD


LORD TOPPER MUST PAY £270 TO GRANNY KNOT
30

Every time someone lands on a square, you get to watch their piece trundle along in front of a picture of it, accompanied by appropriate sound effects. If more than one piece lands on the same square, they stop on top of one another, which is a bit ugly.


GRANNY KNOT IS THE WINNER
0
0
0
0
0
16631
0
0
PRESS MOUSE BUTTON TO CONTINUE

Granny knot goes on to clear out the lot of them.

And lives to knit another day. Next times things'll be different.

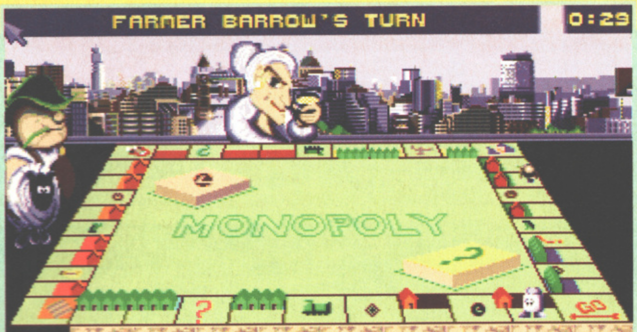
INCOME TAX
WHITECHAPEL
COMMUNITY CHEST
OLD KENT ROAD
GO

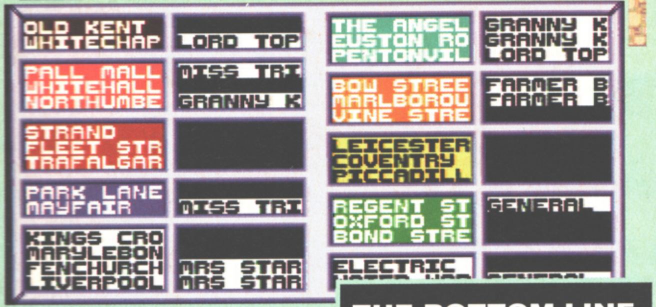
the sake of purity (the only computer version I've ever seen with this facility was an unofficial one on the Spectrum called *Go To Jail*, and that had a court order taken out against it), but everyone in the entire world does it, and it seems pointlessly petty not to allow it. This is already a pretty good game, but it would be so much better if you could customise it to your own tastes a bit.

IT'S MY LIFE

However, for all these flaws, this is an engaging version of Monopoly. It's still not as much fun gathering around the monitor with a few friends as it would be just to get the board game out, but the characters (you really do get to hate Mobile Michael after a while) and the presentation make it much more fun to play by yourself against the computer than any previous incarnation. It's a great time-killer, too – if you've got 25 minutes to hang around in, for example, just pick a few opponents, set the 'Short Monopoly' clock to 25, and play the special game in which you each get dealt a couple of properties at the start and then have to simply be the richest at the end of the time limit. There are loads of different strategies for this variation, it's surprisingly frantic ('Never mind the bloody auction, get a move on and land on Park Lane!'), and it's kept me happy for a good few days now. As such, it's the first computer Monopoly there's been any point in buying, and I recommend it.

● *STUART CAMPBELL*





OLD KENT WHITECHAP	LORD TOP	THE ANGEL EUSTON RO PENTONVIL	GRANNY K GRANNY K LORD TOP
PALL MALL WHITEHALL NORTHUMBE	MISS TRI GRANNY K	BOW STREE MARLBOROU VINE STRE	FARMER B FARMER B
STRAND FLEET STR TRAFALGAR		LEICESTER COVENTRY PICCADILL	
PARK LANE MAYFAIR	MISS TRI	REGENT ST OXFORD ST BOND STRE	GENERAL
KINGS CRO MARYLEBON FENCHURCH LIVERPOOL	MRS STAR MRS STAR	ELECTRIC	

Half an hour into the game, and still everything to play for. Geoffrey.

THE BOTTOM LINE

A1200 You'll be hard-pressed to see any difference with it running on a 1200. Because it is, in fact, utterly identical. The same in every way.

UPPERS The characters and animations go a long way to making this feel like a proper computer game, not just an inferior version of a board game. It's fast and smooth to play, and it caters for up to eight players.

DOWNERS ...but you're still better off with the genuine article if you're actually playing against real people. Very occasionally it takes a bit too long to get on with the next turn while it fiddles about mortgaging sites and building houses and stuff. It's still a bit expensive, considering the board game's less than a tenner. Oh, and we'll have five percent off for 'Lord Topper builds *an* hotel'', thanks very much.

THE BOTTOM LINE

I was surprised at how much I enjoyed this – it's the first time I haven't been bored out of my mind playing Monopoly against a computer within 10 minutes. The new cosmetic additions really do make a difference, so I'm going to be nice to it.

81 PERCENT

THE GANG'S ALL HERE

As the game doesn't supply you with any character backgrounds, we employed legendary private investigator Lance Carbine to let the skeletons out of their closet – who are all these people, and what are they doing here? His findings shocked all of us.

BOSUN BARNACLE

A Soviet spy, left stranded in England after the collapse and dissolution of the USSR, 'Bosun Barnacle' (real name: Vladimir Vladimirovichinovskiev) swiftly turned his KGB espionage training into useful practical Monopoly-playing skills. He can tell how much money you've got, which properties you've mortgaged, and whether you've got a 'Get Out Of Jail Free' card, simply from the angle of your eyebrows.

LORD TOPPER

A Scottish videogames reviewer, legendary in Monopoly circles for his famous 'Piccadilly Triple-Switch' and 'Northumberland Avenue Bluff' attacking strategies and stylish dice-throwing technique. Yes, Lord Topper is always played by me, because of his nice hat.

FARMER BARROW

Not actually a farmer at all, but a DSS snooper investigating the other players for undeclared earnings whenever they win a crossword competition, or get second prize in a beauty contest. Sometimes he concentrates on this at the expense of his cover, which causes him to occasionally miss bargain-priced properties or rent-collecting opportunities.

GRANNY KNOT

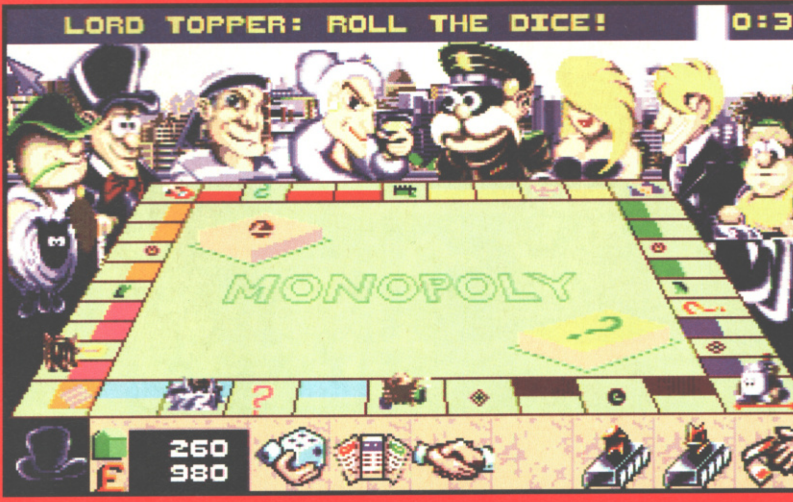
Seemingly a wealthy old lady dabbling in the game for a bit of excitement in her twilight years, but is in fact Benny 'The Skirt' Duckwarbler, a well-known 'face' in the criminal underground of London. Benny's trademark is posing as a well-bred widow, and then getting lovestruck old men to loan 'her' £50,000 for a business investment and disappearing.

GENERAL HOBNAIL

Claims to be a retired war veteran, but is in fact a cruel hoaxer attempting to con Granny Knot out of her life savings by pretending to fall in love, marrying her for her money and killing her off with undetectable poison. Prone to displays of macho bravado, like buying the Electric Company at twice the market value.

MISS TRIXIE

Delectable daughter of Benny The Skirt, Miss Trixie operates as the other half of a double act with her dear old dad, 'distracting' General Hobnail when he's away from the table in order to prevent him from having enough time to investigate Granny Knot's offshore banking arrangements. She deliberately plays a reckless and ineffectual game, presumably so as not to arouse suspicion as well as the General.



MOBILE MICHAEL

Actually a heavily disguised Princess Of Wales, trying to win enough money to pay her cellular phone bill. Game fatally flawed by a weakness for paying hugely inflated prices for anything in the expensive Regent-Street-to-Mayfair strip down the right-hand side of the board.

MRS STARCH

Joan Collins, on her day off. Doesn't care whether she wins or loses, but is determined to ensure the defeat of Bosun Barnacle, after an unfortunate incident at a US Navy base in 1944.

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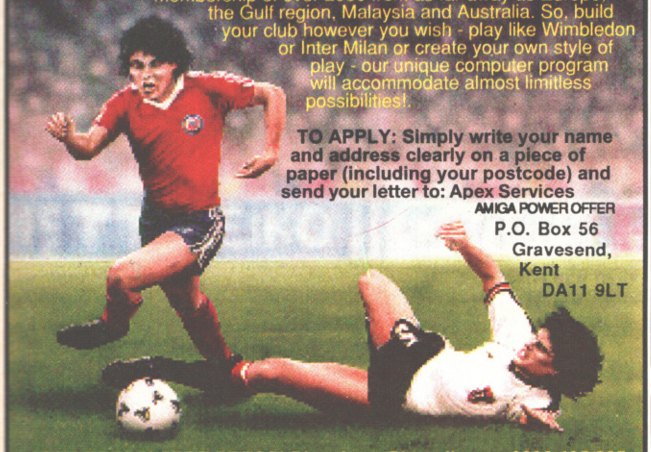

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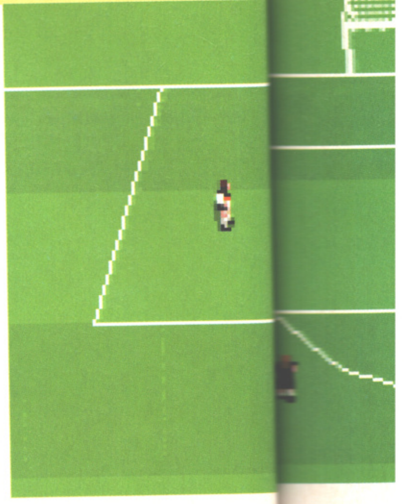
SIERRA SOCCER



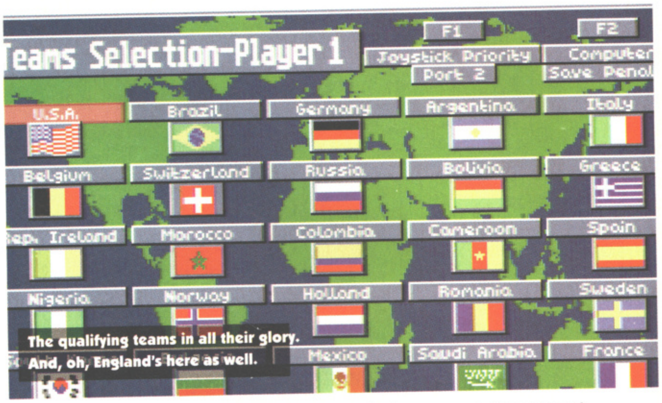
Only one *Sierra Soccer*, er, there's only one *Sierra Soccer.*

Game: Sierra Soccer – World Challenge Edition
Publisher: Sierra
Authors: Steve Dunn
Price: £24.99
Release: Out now

At first, I was having a bit of a problem with my approach to this review. It seemed clear cut at first. My home team, Kilmarnock, are struggling to stay out of the relegation zone in the Scottish Premier League. Unfair enough. I'll just talk about them for a bit, make a comparison with *Sierra Soccer – World Challenge Edition* and put in a derogatory comment about the game being relegation material in the AMIGA POWER Fantasy Football Game League. But that wouldn't be entirely fair.

For a start, just because a team's unfortunate enough to be caught up in the relegation zone doesn't automatically mean that it's crap and worthless (unless of course the team in question is based in Fife and go by the name of Dundee, Ha Ha Ha). You only have to ask Glasgow Rangers – allegedly one of the best football teams in Britain today – about Kilmarnock.

They'll tell you Killie are crap (they say that about every Scottish team that doesn't have Glasgow and Rangers in the title), then they'll come over all sheepish and shamefacedly explain that if it hadn't been for a presumptive myopic linesman and a disgracefully incompetent referee, the semi-final replay of the Scottish Cup would have witnessed a famous Ayrshire victory. Killie walked all over them. Made their £25 million line-up look like a twenty-five-pence-and-four-fruit-salads affair (Ayr United anyone?). The only people in the footballing nation who weren't surprised about Killie's performance were the Killie supporters themselves; no one rates us, we don't care.



The qualifying teams in all their glory. And, oh, England's here as well.

SOUR GRAPES

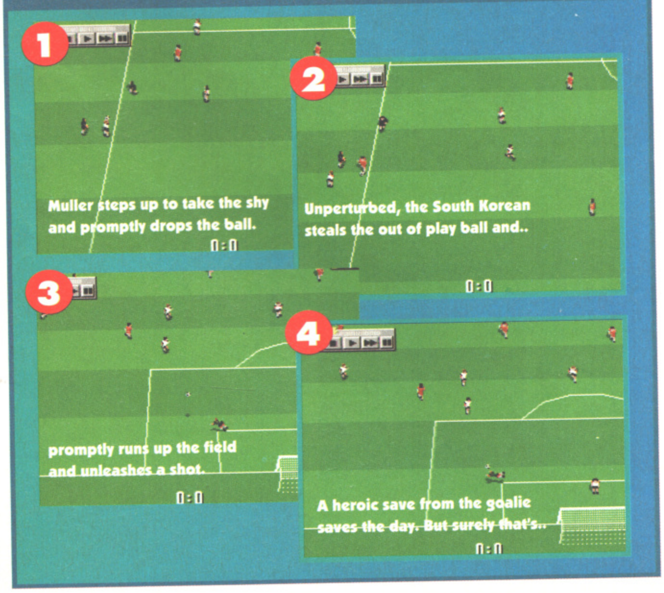
The fortunate/unfortunate thing about football games is that they're always going to be compared against *Sensible Soccer.* I agree with Stuart when, in relation to *Sensi,* he said that some games are so far ahead in their genre that no one should bother writing games that are just going to be a pale shadow of the original. But, and this is a big but, in Scottish real life footballing terms, that's like saying Rangers are so good that nobody should bother competing against them because every other team is but a pale shadow in their vile presbyterian light. As Killie so magnificently proved, underdogs can still teach new tricks and pack a bone-crunching bite to boot.

So, bearing in mind that *Sierra Soccer – World Challenge Edition* is the underdog, up against the likes of *Manchester United Premier League Champions* and *Sensi,* why can't I say the same thing about it? Well for a start, the first thing that strikes you is its uncanny resemblance to *Striker.* The resemblance is so remarkable that I ended up scanning the programming and design credits of both games for matching names fully expecting to shout "snap" at some stage in the search. Incredibly, not one of the names from either game matched. Looks like a 'look and feel' litigation case could be in the offing if you ask me.

Striker was originally reviewed by Stuart in AP15 where it earned a softish 76 per cent. "It's got the right idea, but at the end of the day lacks the necessary polish to make it stand up to the sheer class of the all-conquering *Sensible Soccer*", he said.

Sierra doesn't have any polish whatsoever and here's why. I'll assume that you haven't seen *Striker* (if you have, skip the next couple of paragraphs). *Sierra* uses a second person perspective, ie the action is viewed from one end

HOI LINESMAN, WAKEN UP!

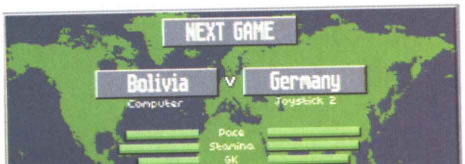


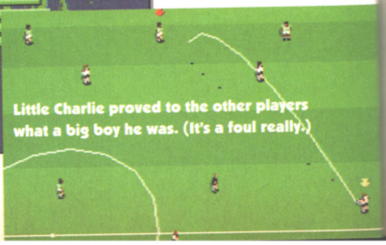
1 Muller steps up to take the shy and promptly drops the ball.

2 Unperturbed, the South Korean steals the out of play ball and..

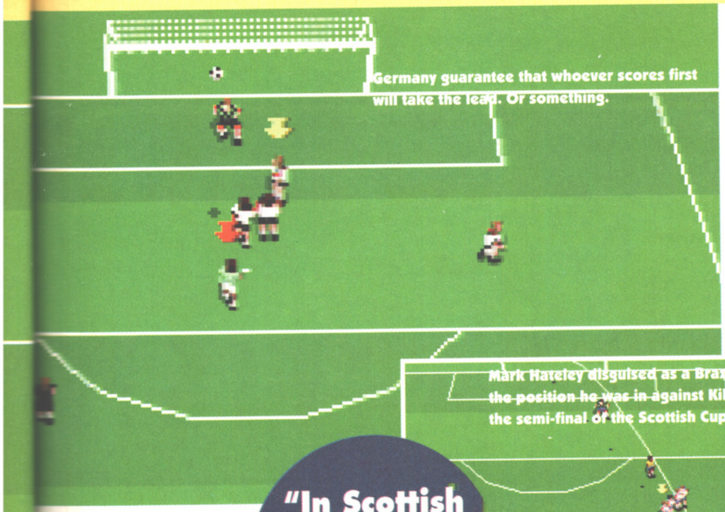
3 promptly runs up the field and unleashes a shot.

4 A heroic save from the goalie saves the day. But surely that's..

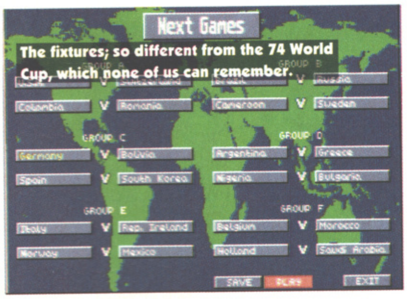




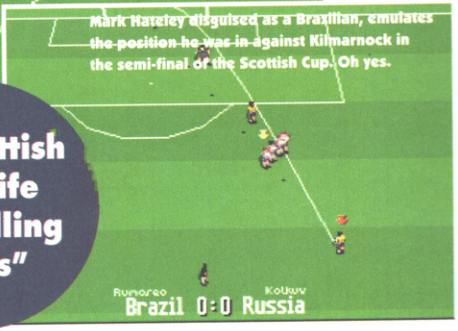
Little Charlie proved to the other players what a big boy he was. (It's a foul really.)



Germany guarantee that whoever scores first will take the lead. Or something.



The fixtures; so different from the 74 World Cup, which none of us can remember.



Mark Hateley disguised as a Brazilian, emulates the position he was in against Kilmarnock in the semi-final of the Scottish Cup. Oh yes.

> **"In Scottish real life footballing terms"**

of the pitch, just behind and above the current location of the ball. Due to the smaller player sprites and slightly altered perspective, more of the pitch can be seen than that offered by *Striker*, it's very similar to the 3D mode in *World Class Rugby*. So I suppose you could call that an improvement, but definitely not a polished one, oh no.

OUT OF IT

Control is pretty standard fare. If you're not in possession, your nearest man to the ball is highlighted and under joystick command. Otherwise, it's one of those velcro-to-the-foot jobs until you either pass or are successfully tackled. This brings us to the three most blatant flaws of the whole game. The first most ludicrously absolutely bloody ridiculous flaw is the inability of the computer to decide who's nearest to the ball. This can result in the preposterous situation of thinking you were controlling one particular little man, only to find that he is no longer under your control, because the programmed algorithm has opted to change to another of your little men. More often than not, the direction that you were originally sending the first little man in is carried on with the second little man. So, say for example, you had been running down the pitch with a midfielder trying to catch the opposition's attacker and control suddenly switched to your defender who's now in front of the ball. He's going to be left in the awkward position of running down the field away from the onrushing forward because that's the direction you were last holding the joystick in. By the time you compensate for this, you may have run so far away from the ball that another of your players is now deemed closer by the algorithm and consequently switches to him. It's no longer a case of playing computer football, it's more a case of reacting to whoever has the arrow above their head. That's not the worst of it, though.

Sometimes (and it's rather too often for comfort), your opponent will be charging down the middle towards your goal, with a defender on either side. The computer will first put the arrow over, say, the defender on the left. You'll start to move towards the attacker, but the the computer suddenly switches control to the defender on the right. Because of the direction you're holding the stick, the right-hand defender will momentarily be moving away from the forward, making the left-hand defender the closest one again. Of course, at this moment in time you're compensating for the right-hand defender and moving in the opposite direction again, so when the computer suddenly switches back to the left-hand defender, *he* starts running away from the forward. This frequently continues all the way to the six-yard box, with the arrow flickering furiously between your defenders until the computer's stuck the ball in the net and your defence is standing at the corner flags. It's quite annoying, in the same way that war is quite bad.

The second major flaw is that it's just about impossible to play a flowing passing game. When you're running towards goal and you're just about to be tackled, it makes sense to pass the ball. The pace of the game isn't so fast that you're not aware of your other player's positions. There should be no problem with passing. Unfortunately, if the player waiting to be passed to faces the ball, no matter how hard or soft the pass, it will always bounce off him and travel at least five yards back the way it came. As often as not, the opposition picks up the ball. Again, this can be compensated for, but it's incredibly disruptive and irritating.

It was a good match which could have gone either way and very nearly did.

THERE'S MORE

The third major flaw is the tackling. You cannot take or steal the ball from the opposition, other than him missing a shot or putting it out of play, unless you slide tackle. The odds are normally around 70/30 whether or not you're going to give away a foul while doing this. Admittedly, as soon as you've slid, your player just about immediately picks himself up and is able to start running with the ball assuming the tackle was successful. I'm now at the point of sounding needlessly repetitive, but this flaw, while tedious, can be compensated for; but you end up not wanting to bother, it's too much to take.

I know it sounds as if I'm putting the boot in, and yes, I am. The person from Sierra didn't seem to think too much of the fact that from kick off, she scored two goals simply by running up the field wiggling her player from left to right to keep the opposition's (me) player control switching from player to player so that it was almost impossible to get a (sliding) tackle in. As soon as she reached the penalty box she let rip with a heavily 'after touched' shot and scored; all within about three seconds. Surprisingly enough, I managed to do exactly the same thing to her as soon as I got the hang of the controls. Great fun, eh?

I haven't given a great deal of space to the actual World Cup tournament and the numerous player statistics. Basically, you can have up to eight human players taking part (why not have the option to have as many human players as there are teams in the competition), can play friendlies and all that sort of stuff, but it's nowhere near as comprehensive as other games such as *Sensi*.

Each player and each team have a pile of statistics based on skills such as tackling, attacking, pace, stamina etc. Before a game, these are displayed on a screen. This means that there are some instances, such as Germany v South Korea, where one team dominates on all statisitical fronts; with this game Germany positively oozes attacking skill and pace. Yet surprisingly, when the computer controls South Korea none of this massive adavantage is very apparent, as the defence runs circles around you seemingly at will. Strange and frustrating indeed; in some instances, you can spot the advantages, but you have to be looking very hard.

HE'S CLEAR

In summary, I have to say that this game has just about no redeeming features in my eyes – although some of the goals you can score are the most spectacular you'll ever see in a football game and are fully action-replayable. Other than that, I would avoid this game. In the end it's going to share the same fate in the AP office as Dundee and Swindon have done elsewhere in the real world.

● ***STEVE McGILL***

ON THE OTHER HAND

I can't really disagree with the mark, but I do think Steve's being a bit hard on this. The ineptness of the player-under-control selection beggars belief, but otherwise this is a playable enough game whose idiosyncracies you *can* actually get to grips with with a little effort, unlike *Man Utd PLC* which never made you feel like you had a chance of winning two games in a row. Or scoring two goals in a row, even. *SSWCE* plays at a manageable speed, with challenging but not unbeatable opposition, and in a much more real-football-like manner. It really is like *Striker* with tiny graphics, though – litigation alert!

● ***STUART CAMPBELL***

▲ **UPPERS** Immediately playable. The second person perspective looks good; it's almost like those supposedly sexy 'down with the player' shots you sometimes get during real live football matches.

▼ **DOWNERS** Poor player control. Terrible passing. Diabolical deadball situations. Tackling. Player statistics. Some ridiculously laughable bugs, such as the referee running through solid terracing after he's sent someone off.

THE BOTTOM LINE

Stuart reckons Sierra is better than Man Utd Premier League Champions. I disagree and that's why this game is getting a lower mark than Stuart gave Man U.

62 PERCENT

THE BOTTOM LINE

A1200 No graphic enhancement. If it was speeded up it would become unplayable.

Now listen, Pond, there's something fishy going on at AMIGA POWER. We want

JAMES POND 3
OPERATION STARFISH

Game: James Pond 3 – Operation Starfish
Runs on: A1200
Publisher: Millennium
Authors: Chris Sorrell (original design), Alan McCarthy (Amiga programming), Sean Nicholls, Leavon Archer (graphics), Richard Joseph (sound)
Price: £29.99
Release date: June

[Scene: Outside Nuff Respekt Gamez, a seedy and run-down computer games store in one of the less pleasant suburbs of Bolton, Lancashire. It's the middle of a too-hot and muggy summer afternoon, and there's a ruckus in progress.]

PC Trouserpress (arriving on the scene and fingering his truncheon nervously): Alright, alright, break it up. What's going on here?

[The tussle continues unabated. It appears to involve two small, fat moustachioed men in dungarees, and a fish with boots on.]

PC Trouserpress: Right, I warned you.

[PC Trouserpress draws his truncheon and wades in, swinging indiscriminately to the left and right. In moments, the combatants lie dazed on the ground and PC Trouserpress takes command of the situation.]

PC Trouserpress: Now, would one of you gentleman like to explain this unseemly commotion to me? You, the fat one in the red.

Mario: It wasn't our a-fault, officer. It was him, him a-there.

[Mario points at the fish, who PC Trouserpress recognises as one-time big videogame star James Pond]

James Pond (sullenly): I didn't do nothin'.

Mario: Did a-too.

Pond (in a menacing low growl): You're dead, chubby. You hear me? A dead man.

PC Trouserpress: Now then, that's quite enough of that, sir, or I'll run you down to the station right this minute.

Mario: You ask-a my brother, he'll a-tell you.

Luigi: That's a-right, officer. It was the fish's a-fault. He tried to steal the a-bread from our mouths.

PC Trouserpress (to Pond): Is this right, sir?

Pond: I wanna talk to my lawyer, filth.

PC Trouserpress: Right, that's it. You're all coming with me.

YOU'RE NICKED

[Scene: The station. Desk Sergeant Stepladders is taking a statement from Pond.]

Sgt Stepladders: So, you say these men accosted you in the street, accused you of trying to steal their jobs and ruin their reputation by stealing all their ideas and then doing them really badly, and then physically attacked you?

Pond (now heavily bandaged): Yeah, that's right.

Sgt Stepladders: And you deny these charges, do you?

Pond: Is my lawyer here yet?

Sgt Stepladders: Hang on a minute, I'll check at reception.

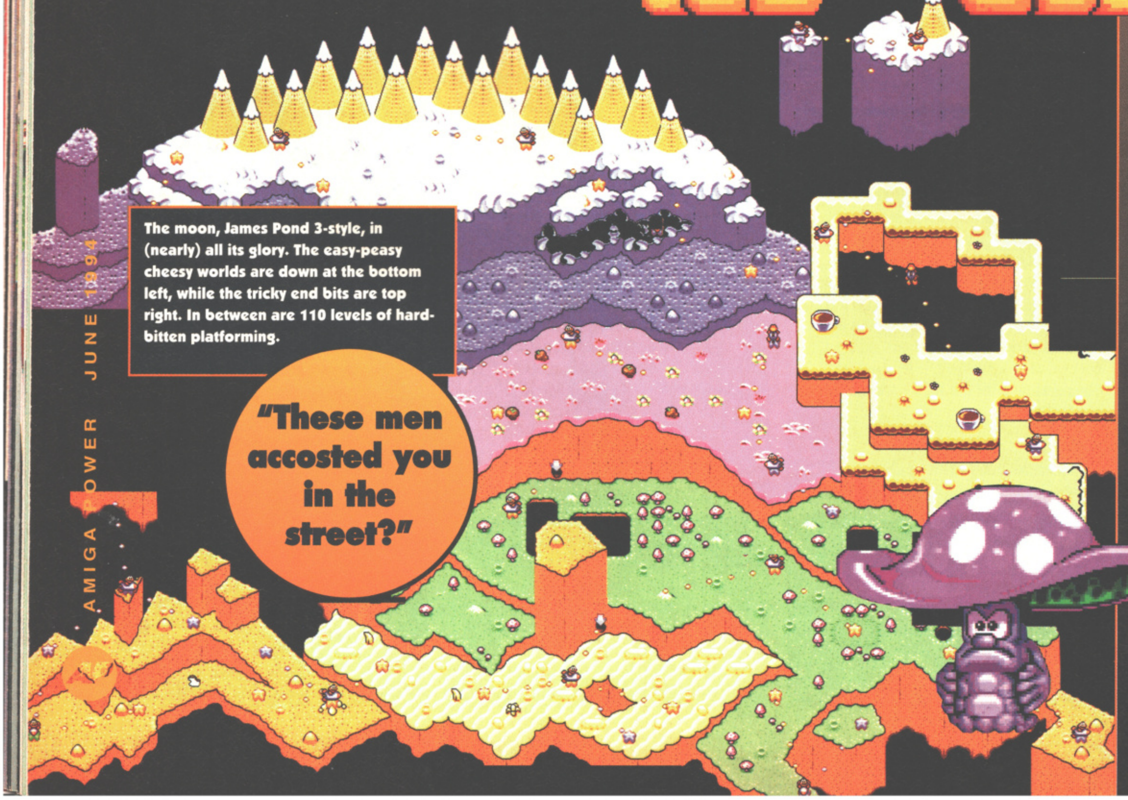
[Sgt Stepladders leaves, only to return a few moments later accompanied by another man, a short, black-clad figure with a strange and unsightly hairstyle. He is carrying a briefcase, and has a Scottish accent.]

I WANT MY BRIEF

Sgt Stepladders: Here's your lawyer, he arrived a couple of minutes ago. Now, can we get to the bottom of this?

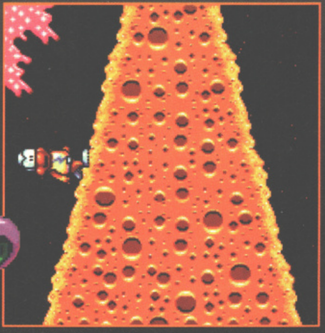
Lawyer: I need to consult with my client for a moment, Sergeant. The noo.

[Pond and the lawyer huddle around a monitor screen in a corner of the interview room. The monitor is attached to a



The moon, James Pond 3-style, in (nearly) all its glory. The easy-peasy cheesy worlds are down at the bottom left, while the tricky end bits are top right. In between are 110 levels of hard-bitten platforming.

"These men accosted you in the street?"



"And Pond's really got a mountain to climb in the second half, Brian."

you to infiltrate, disguised as an ordinary platform game, and report back to us.

computer of some sort, and their feverish but hushed discussion is punctuated by Pond urgently pointing at sections of the flickering image and gesticulating as expressively as it's possible to do with fins. The lawyer begins to exude an air of concern.]

Lawyer: Er, could we possibly arrange some kind of plea bargain, do you think?

DAY IN COURT

[Scene: A busy courtroom. Judge Filingcabinet calls the assembly to order.]

Judge Filingcabinet: The defendant is accused of being a dire attempt to clone the *Super Mario* games, except with incredibly dark graphics which try to suggest the cold, airless atmosphere of the moon, but actually end up suggesting nothing more than the incapability of the programmers to draw proper backgrounds even when given a 32-bit hardware platform. Furthermore, it is claimed that even though the said backgrounds are simply walls of black with a few single-pixel purple dots on them, they don't move at all, meaning that anyone playing the game can be subject to the disconcerting experience of flying through the air for the duration of about half a level without anything on the screen moving at all. There is also an additional charge that the defendant's actions are incompatible with the speed of the game's update, leading to unpleasant instances of slow-down and jerkiness when many sprites are moving on the screen at once, and that his control is irritatingly skittish, in as much as that it's very difficult to move him small amounts, and many of the platforms he must stand on are stupidly small. Finally, it is alleged that the defendant contains areas in which the player's character can be damaged and killed simply by standing on completely innocuous-looking sections of ground, and also areas in which the player's character must leap blindly into an inky black void in the fervent hope that there shall not be some manner of danger beneath him. How does the defendant plead?

Lawyer: My client pleads guilty, but with extenuating circumstances, m'lud.

Judge Filingcabinet: Extenuating circumstances? What might these be?

Lawyer: Well, m'lud, my client would like to point out the extreme profitability of games of the *Super Mario* 'genre', and the understandable desire on his own part to emulate this fiscal success. Also, my client feels that the court should take note of the substantial value for money offered by his large number of levels (in excess of 100!), save facility, recognition of two-button joypads and extra disk drives, and of the many hilarious cheese- and custard-related jokes contained herein. And, erm, the slippery movement is, um, a deliberate gameplay device to, er, er, simulate my client's slippery fins. Yes, that's it. Fins.

Judge Filingcabinet: Hmm. I'm not convinced.

BANGED UP

[Later. The jury have retired to consider their verdict and return, led by – oddly – PC Trouserpress.]

Judge Filingcabinet: Have you reached a verdict upon which you are all agreed?

Foreman of the jury: We have, m'lud.

Judge Filingcabinet: And what is your verdict?

Foreman of the jury: We find the defendant guilty on all charges, plus several other ones that weren't previously mentioned, such as having spiky pits in the custard worlds, suggesting some kind of dangerous spiky custard which is demonstrably ludicrous. Furthermore, the defendant suffers from severely flawed collission detection, a dull and largely yellow colour scheme, unpleasant music, incredibly frustrating sections at a very early stage, levels that all look the same, a lack of interesting enemies, and some really crap puns. There was even a [dramatic pause] slippy-slidey ice world near the end, m'lud! *[Court gasps]* The members of the jury expressed a unanimous desire to stop playing the game by approximately the middle of the second stage (some five and a half minutes in, including loading time), and on being forced to continue ended up in extremely bad tempers.

Lawyer: Yeah, and it got me so annoyed I broke my favourite joypad throwing it at the floor in disgust. Git.

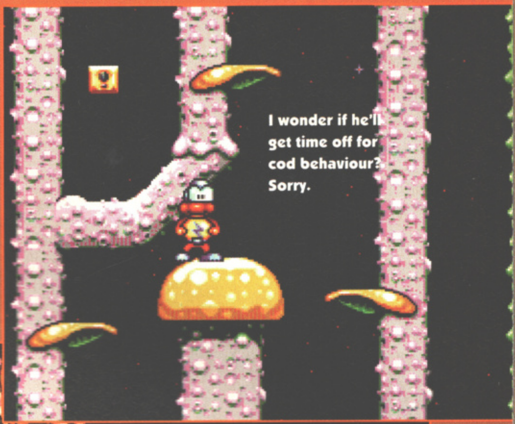
Pond: Hang on, you're supposed to be on my side!

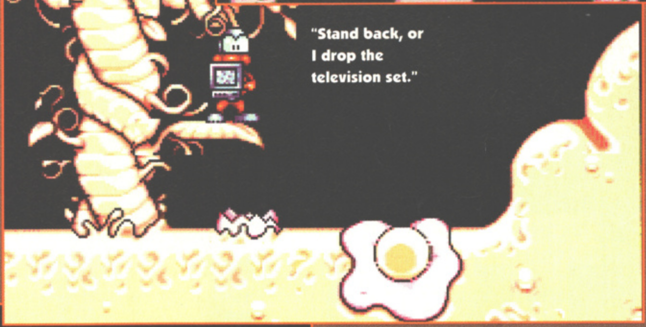
Foreman of the jury: With respect, m'lud, lock 'im up and throw away the key.

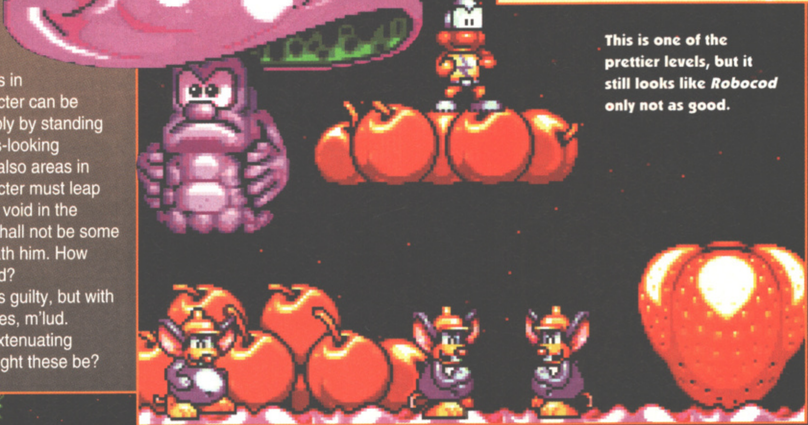
Judge Filingcabinet: Make it so.

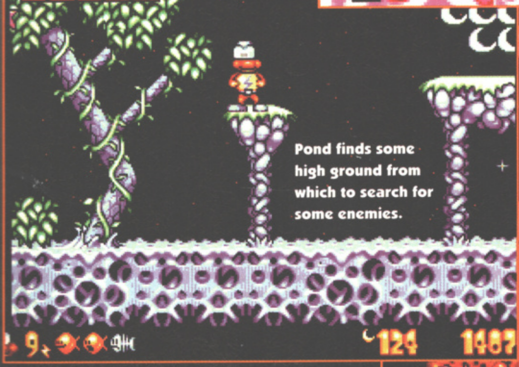
[Pond is led from the court to a waiting Black Maria, a bag over his head.]

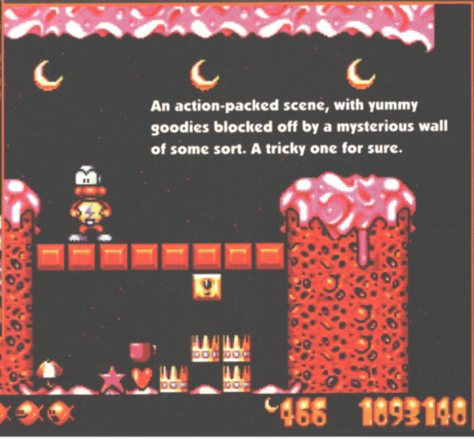
● ***STUART CAMPBELL***


I wonder if he'll get time off for cod behaviour? Sorry.


"Stand back, or I drop the television set."


This is one of the prettier levels, but it still looks like *Robocod* only not as good.


Pond finds some high ground from which to search for some enemies.


An action-packed scene, with yummy goodies blocked off by a mysterious wall of some sort. A tricky one for sure.

UPPERS It's absolutely huge, and there's lots of secret stuff to go exploring for, both on the map and in the actual levels.

A1200

DOWNERS It's annoying to play from the off, and you'd expect a 1200-only game nearly two years in the making to look a little more impressive than this. Well, we would, certainly. *James Pond 3* is just not engaging in any way.

THE BOTTOM LINE

It's perhaps inevitable that any game you have to wait this long for is going to be a bit of a disappointment when it finally arrives, but *James Pond 3* is as much of a letdown as anything I've seen for quite some time.

46 PERCENT

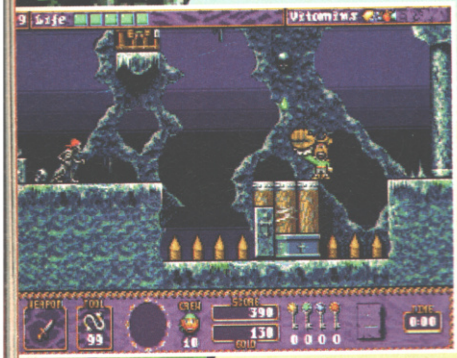
THE BOTTOM LINE

CD32

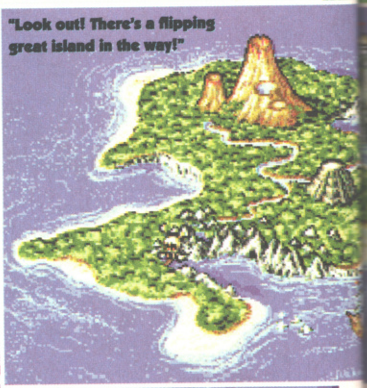
The £34.99 (!) CD32 version will make full use of the joypad buttons, but should otherwise be pretty much identical. There will be no A500/600 version, apparently due to size restrictions.

It's your chance to discover some treasure. And then bury it, probably. Tch.

TRAPS 'N' TREASURES



The game looks something like this. Exactly like this, in fact. In *fact*, this is it.



"Look out! There's a flipping great island in the way!"

Game: Traps and Treasures
Runs on: A500, A600, A1200
Publisher: Krisalis
Authors: Starbyte Software
Price: £25.99
Release: Out now

When your magazine's on deadline, and a load of the games you've been promised by certain software companies (who shall remain nameless, 'cos we're professional like that) haven't even been sent to the office, then it's a real boon to be given a platform game to review at the last minute. The reason's simple – you can fill the opening paragraphs of the review by explaining how crap the plot is. So, for what it's worth, here's some space-filling storyline.

Captain Jeremy Flynn is sailing around the Caribbean doing the sort of deeds that Captains tended to do in the Caribbean of 1641. Suddenly, in a scene reminiscent of Burt Lancaster's famous film, The Crimson Pirate, he's attacked by Redbeard, and all his crew are kidnapped. This, as anybody left awake will no doubt tell you, is not a happy state of affairs for the poor Captain to be left in. Luckily for Jeremy, though (and us gamesplayers), he's managed to retain his freedom, and embarks on a quest to rescue his crew.

So, that's the plot-line dealt with then. What are you supposed to do with Jeremy once the game hands over control of him? As I previously mentioned, you've got to rescue your crew members while at the same time defending yourself from any living things, objects or miscellanies that happen to cross your path.

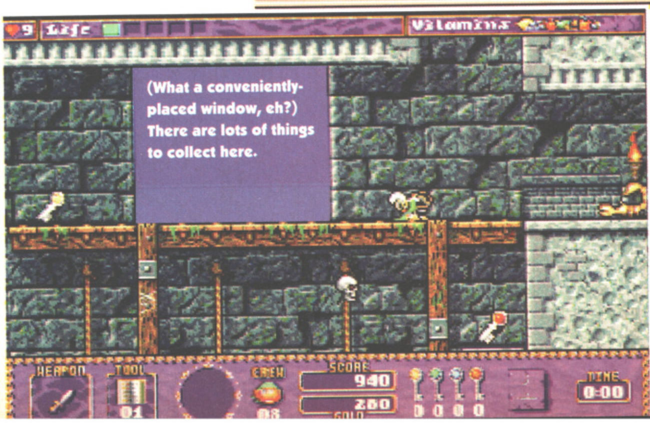
BARQUE

If you take a look at the info box that sits atop this review, you'll see that the programmers are Starbyte, the very same people who programmed *Fly Harder* (awarded 90 per cent by Commander Cameron in AP36, fact fans). Now, considering the pedigree that *Fly Harder* radiantly displays, I pricked up my ears and started to lick my lips in anticipation.

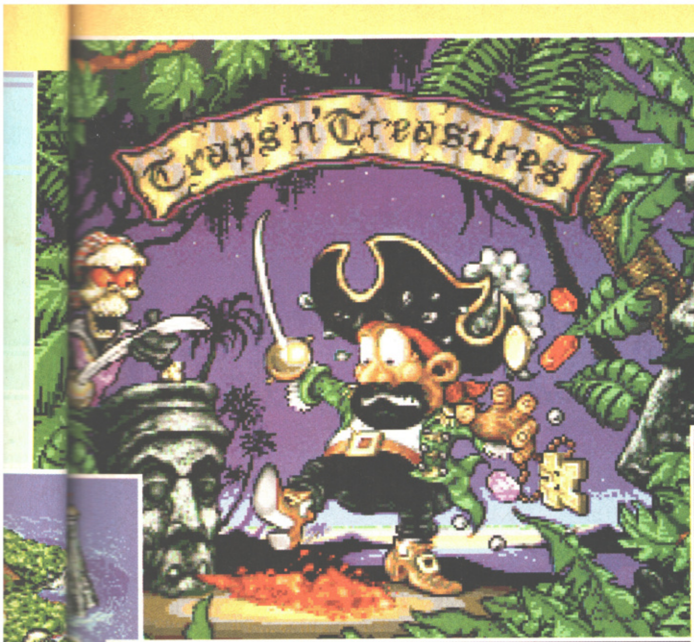
Visually, *Traps 'n' Treasures* bears a remarkable resemblance to *Arabian Nights* and *Elf World*. Anybody waiting for any other comparisons have metaphorically had it, I'm afraid.

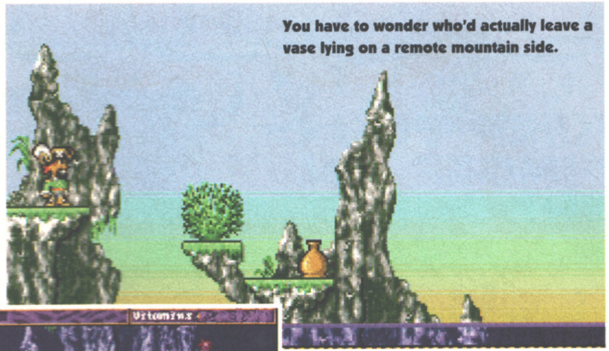
Now it's onto some hard factual information about the game itself. There are only four levels: The Thread Needle Lagoon, Skull Grotto, The Temple and, last but not least, The Fortress. Before you all go in a huff and shout "Surely that's a foul ref", consider the following: with the exception of the first, each level is so large and so convoluted with tricks, traps, puzzles and skullduggerous denizens that it will literally take you longer than a long, long time to complete. And, with some reservations, that's a good thing. So just what

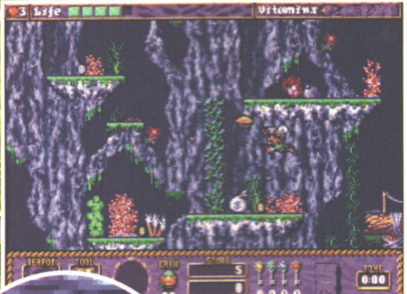
Balancing dice like this takes years of practice.

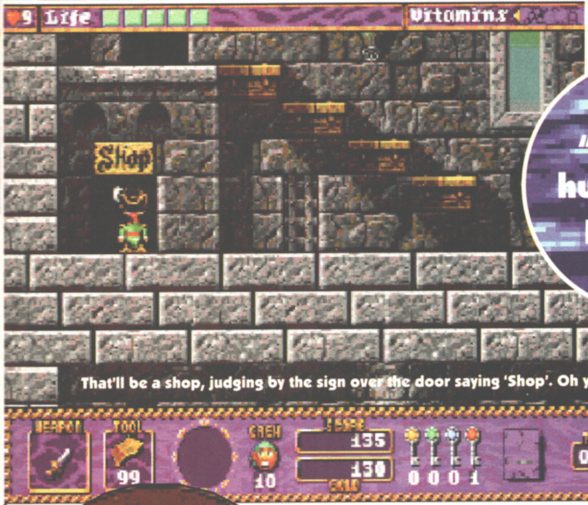


(What a conveniently-placed window, eh?) There are lots of things to collect here.




You have to wonder who'd actually leave a vase lying on a remote mountain side.





That'll be a shop, judging by the sign over the door saying 'Shop'. Oh yes.

is the parry carte septete quad *(Completely wrong, informationally inconsequential sequence of fencing terms. – AP Fencing Coach)* that will defend and render safe *Traps 'n' Treasures* from the now legendary universal AP cry of "Oh no, not another platformer, no please."

Well, there's just so much to do – puzzles and sub-plots abound. Rather than having a completely linear sequence of events to overcome, *T'n'T* contains small asides to be discovered. For example, on the second level, there's a door that requires opening by a green key. The only green key within any kind of reachable distance is hidden behind a breachable wall. To breach the wall, you need to blow it up. In order to blow it up you need a bomb. To obtain a bomb, you need to buy one from a shop. To buy one from a shop, you need money. To earn money, you need to collect it from treasure chests and platforms and underneath collapsible blocks and things like that, while carefull avoiding or bashing nasties.

> "See him huffing and puffing"

For further trickery and head-scratchy Jack-in-the-boxing, you can move boxes toward platforms that are normally too high to reach without some form of external aid. When I first saw this I thought: "Oh oh! Dumb lump of plasticine with a crap antenna on top alert." Yes, it almost threw me back into the déjà vu-like nightmarish world of *Puggsy*, the most irritating platform game in the world ever. But no, in *Traps 'n' Treasures* the boxes don't suffer from inertia or mass – maybe not as realistic, but much more conducive to sanity and game playability. You can stack them on top of each other without having to worry about their inertia creating a collision and spilling the whole edifice all over the place.

THE PLANK

So that's just about it with *Traps 'n' Treasures*. The difficulty level is probably set a little on the hard side – some of the monsters are too difficult to kill quickly enough, which means that unless you pay an inordinate amount of attention to avoiding or killing them, you're going to die. And the catch with that is that it detracts from the puzzle-solving element which is set at just about the perfect level of trickiness, ie it doesn't bore you to tears through being either too hard or too easy.

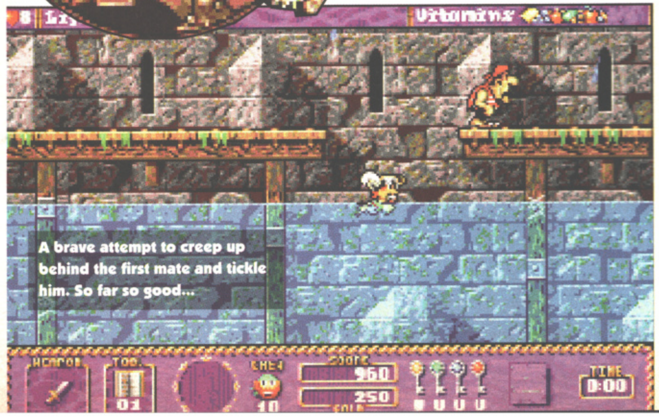
Oh, and I haven't mentioned the animation of Jeremy himself yet. When he swims under water, you can see him huffing and puffing with the effort; you almost feel for him. You get emotionally involved and want to see him succeed in his quest, and that's a good thing. It's also good to see that he isn't nauseatingly cute or in-your-face. He does exactly as you tell him. When you leave him alone for too long, he leans over and taps on the screen with a perfect rendition of the old Channel 4 tap-on-the-screen advertising campaign. It made me laugh so much that I had to call people over in the office to take a look. Unfortunately it's not a new slant on the things-that-platform-characters-do-when-you-leave-them-alone mechanism – *Hugo the Troll* did the same thing. But it still managed to amuse me.

LONG JOHN

I'm reaching the end of the review now, so the last mention concerning the mechanics of the game goes to the sound. It's competent, game-enhancing and well-executed, if nothing else.

Not being the best judge of plaformers *(He's joking, of course. – Ed)*, I recruited an ace platform fiend for his opinion just to make sure that I wasn't making a fool of myself. "Stuart," I said, "is this any good?" "Don't know Steve, you'll have to make up your own mind." Oh no. Well, here goes: *Traps 'n' Treasures* offers nothing new in the field. What it does do, though, is entertain and amuse.

● ***STEVE McGILL***



A brave attempt to creep up behind the first mate and tickle him. So far so good...

UPPERS Difficulty level set just about right. Lots of things to do. Fabby graphics. Lots of different tools to use.

DOWNERS Some monsters are too quick and too hard for the character to kill without losing health points. Hard-to-spot, spring-up-and-surprise-you traps.

THE BOTTOM LINE

Basically, if you're on the look-out for a decent platform game, be sure to look out for *Traps 'n' Treasures.*

79 PERCENT

THE BOTTOM LINE

A1200 No graphic embellishments, but the scrolling does seem noticeably smoother.

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(Sorry.)

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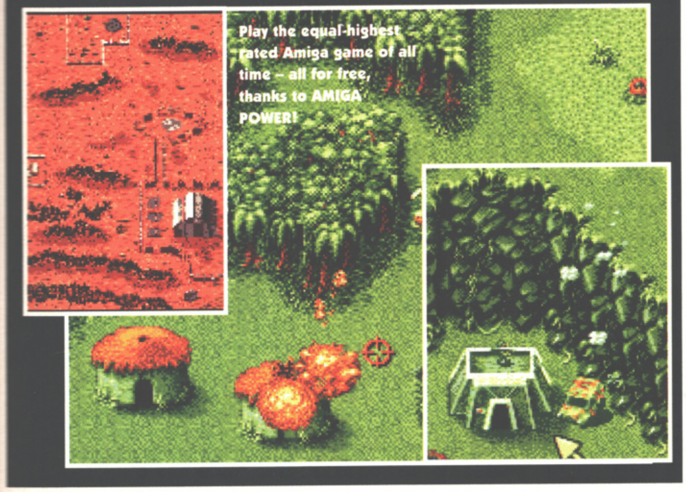

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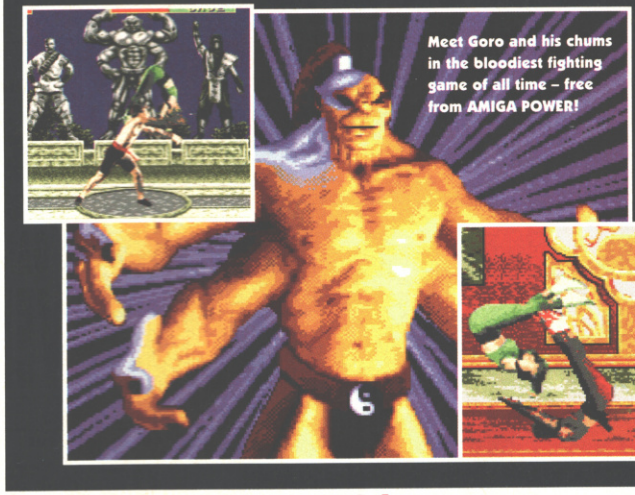
MORTAL KOMBAT



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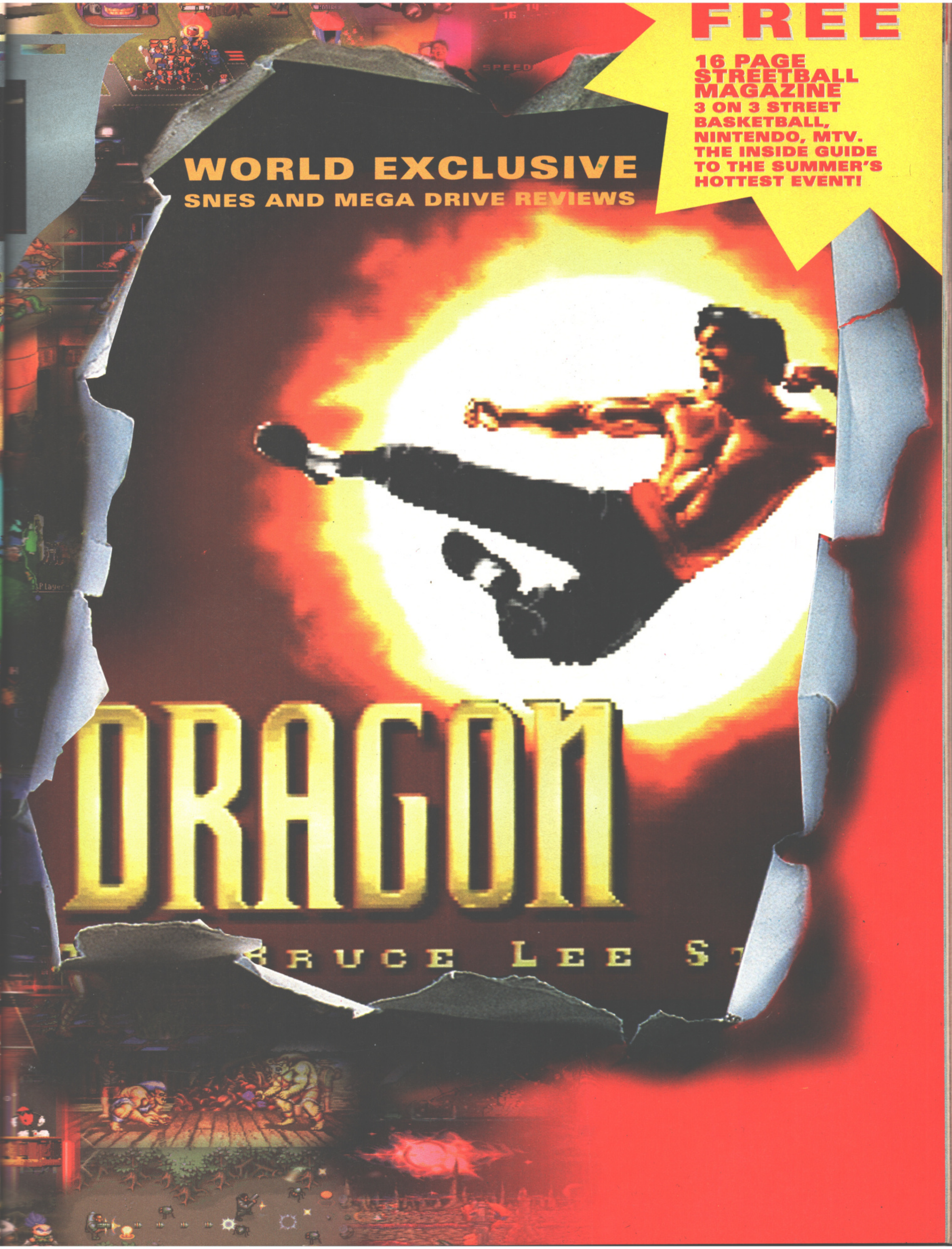

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COMPLETE CONTROL

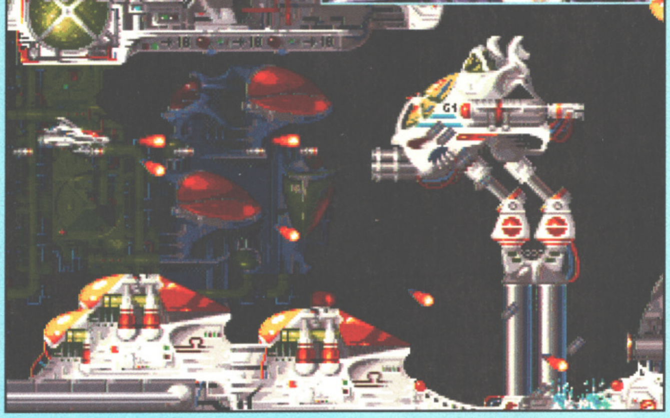
Give us a 'C'. Give us an 'O'. Give us a 'MPLETE CONTROL'. And what have you got? More tips than a bag full of snooker cues, that's what, lovingly sorted, typed up and returned to us (late again) by everybody's favourite tip freelancer – Rich Pelley, we mean.

The inaugural robot re-union conference could only be classed as a success.

DISPOSABLE HERO

(Gremlin)
From the start-up screen select 'options', set the level to 'arcade' and the sound to zero, exit to the high score table, hold the right mouse button and type in EUPHORIA. Release the mouse to return yourself to the main screen and – hey! That option marked Configuration wasn't there before, I'd swear. And it's full of more goodies than you can shake me at.

"Here John, wanna buy some shop-soiled hair colourant?"


Erm, yes. Sorry to intrude, but could you possibly direct me to the nearest Post Office?"

LIBERATION

(Mindscape)
Did you know some items can be bought for a fraction of their correct price simply by expressing an interest in making a purchase, locating a credit card with less money on it that the price of the selected item and handing over the card? So claims Terence Ferguson of Swindon. The first time any transaction will be denied, but offer it again and it will be accepted, a few credits will be deducted, and the item and card will be handed back. This works best with Underworld dealers, but bear in mind even this way items can still prove to be pretty expensive on later levels.

I doubt very much if HRH Prince Charles would like this.

Weight : 9.1 Kg.
***Liberation*: not just a computer game, but quite literally a crusade against injustice.**

ZOOL 2

(Gremlin)
Those of you not already in the know will be delighted to hear that a literal edifice of cheats exist for *Zool*'s not-ant-tastic follow-up which could in themselves aid even the most abysmal platform player to victory. Study the list below. Then at the intro which says 'Press Fire For Options', type in the relevant word for the desired effect.

CREAMOLA – 10 Lives
VISION – 20 Lives
KICKASS – Hooray for reusabale Smart Bombs
NAPOLEAN – That Bonus Level every stage
ALCENTO – Increase percentage to 99%
OLDENEMY – Stops the clock
TOUGHGUY – Invincibility (except electric & spiked walls)
SESAME – Start on Level 1
RONSON – Start on Level 2
FUNKYTUT – Start on Level 3
HISSTERIA – Start on Level 4
MARROBONE – Stops the ball on bonus stage

It's no use posing, those Chupa Chups are just not interested.

SC 009345
HI 100000
76
T 263
LI 01
Climbing through raspberry jam – yeuch.

SC 003950
26
T 273
LI 02
A little light pressure here will soon relieve any back pain you might be feeling.

14 PAGES OF INVALUABLE PLAYING TIPS START HERE!

Disposable Hero 48
Liberation 48
Zool 2 48
Fly Harder 49
Hired Guns 49
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And! Rich addresses your gaming concerns in...
The Last Resort 60-61

FLY HARDER CD32

(Buzz)

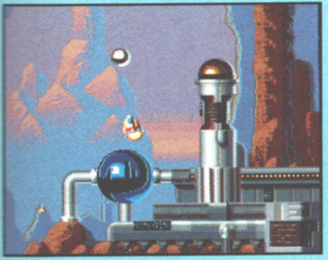
This is technically known as a "spot of bother" in the office.

"Here are all the codes for the CD32 version of *Fly Harder*:

Level 2 – PHO,
Level 3 – MET,
Level 4 – BLA,
Level 5 – SUP,
Level 6 – TRA,
Level 7 – QUA,
Level 8 – NEO.

Incidentally," writes Paul Japp of Richmond, "regarding the *Fly Harder* review. Please tell Stuart Campbell that the CD32 controller is far better than a joystick and up is the only function you could have for thrust, contrary to his beliefs. And please add if he is going to slag off any more brilliant games simply because he can't handle a joypad then he is going to make himself look like a big pussy."

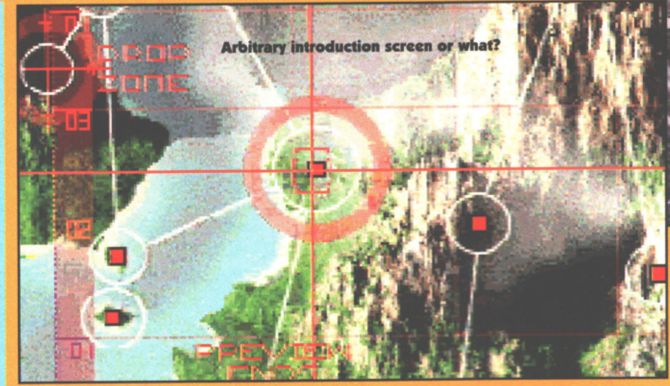
I passed on your message for you, Paul. And virtually had to carry my nose home in a hankerchief.



Think how much easier all our lives would be without the burden of gravity.

DON'T FORGET...

...that the planet nearest to the sun is Mercury, that the Treaty of Versailles was signed in 1919, that the capital of Belgium is Brussels and that the volume of a fixed mass of gas at a constant temperature is inversely proportional to pressure. Oh, and remember to send any cheats, codes, hints, tips and play guides that you inadvertently unearth in the month to us at Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Thanks.



Arbitrary introduction screen or what?

Pistols, revolvers, rifles, mini-guns, machine-guns, gatlings – we love 'em all.

HIRED GUNS

(Psygnosis)

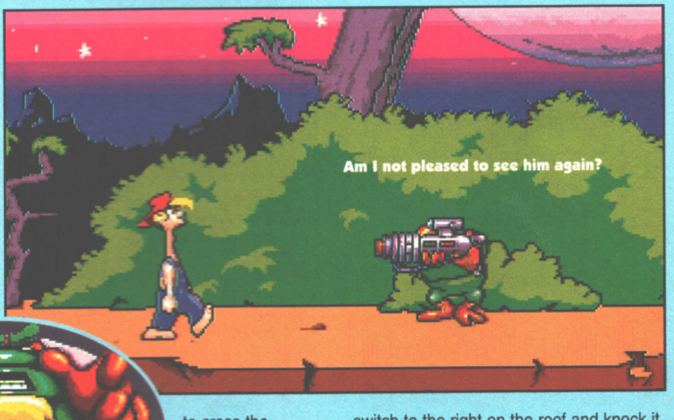
Stuart Tomlinson of Manchester looks like he might have come up with something interesting here, to wit:

"Load up and select Short Action game, then after the players and controls menus select mission 4-5, Lemming Wars #2. Now just nip down the stairs, grab the grenades and run round in the water to find someone to blow up. It's manic! Just like *Dyna Blaster* with first person perspective! Other tactics include standing on the top and throwing grenades at people in the water, replacing grenades with mines (biggest laugh in ages), putting sentry guns round corners and on heads, lobbing grenades down stairs at someone coming up to kill you and chucking grenades at wall so the explosion hits another player. Just remember not to drop into the Lemming pits. Now if this doesn't knock the game into the nineties and five red stars then George Formby's not crap. *(Oi! – Jonathan Nash).*"

BUBBA 'N' STIX

(Core)

Part two of our solution concluded from last month in a can't-really-think-of-a-decent-introduction kind of way.



Am I not pleased to see him again?

Level 4

Password – X65YX36T5Y

At the first restart alien place Stix in the hole above the switch, jump up left from the tongue, call and place Stix in the hole and jump up, then right. You need to do this bit very quickly. Leap to the left of the two platforms and crawl through the spiked hole. By calling Stix from the wall when the water has reached its highest point you will be safe to swim right to the switch.

As the water drops, negotiate the platforms downwards. Crawl beneath the firing spikes to a huge baseball. Jump onto it, hit the roof switch and open the door with the wheel. The water will drop but will then rise again allowing you to use the ball to cross, using the switch or Stix. Through the door, jump into the water, smash the pillar, swim across the spikes and drain the water.

Continue right until you reach another baseball, fill (then empty) the area with water, wedge Stix above and when the water has reached feet level on the highest platform to the left, call him to pop the ball and spurt you upwards to the wooden platforms. Now, having killed the bath aliens: use the dial to open all the mouths; use Stix in the hole to shoot out then to burst the ball; take a running jump to cross the wooden bridge; use Stix again to raise the water; move in on the blue blob past the spikes and throw Stix to land the blob, a makeshift stepping stone, in the water.

LEVEL 5

Password – 1JDP6NWL19

Run over the moving walkway and wedge open the mouth of the alien with the brolly. Go right, dodge the lasers and stun the security robot to head up. Left to the floor switch, spring onto the plunger robot as it rises, left to another switch and right to initiate a laser. Drop down and continue left to the flying security robots. Use them to reach the baggage carrier. Push the non-spiky case on top of its spiky friends and jump on. Knock another case down when opportunity knocks, activate the switch to the right on the roof and knock it off the robot along the baggage carrier. When it reaches the end, push it off and take a running jump in order to knock the case on to the next carrier.

Run fully left to catch up with the case on the moving platform. Jump on and left to the restart alien. Wedge Stix in the hole and crawl over the moving walkway. Use the security robot and Stix to circumnavigate the wall and drop down. Run right and use the security robots to reach the baggage robot – you will end up at the back of a spaceship. Leap right, across the tightrope, avoid the robot and locate the broken baggage robot. Hit it, jump on, and, as it reaches its maximum height, leap onto the tightrope and left to the restart alien.

Now all that remains is to kill the end baddy. That's rather easier said, I'm afraid, than done.So I wish you the very best of luck with it.

CANNON

Grab your socks, pack your gear and lock and load, people, because this is Commander Cameron with the big one, a bumper slaughter-fest from Mission 18 to the very end, non stop, so hang on, troopers. Thanks to Andy Roberts from Bridgend for his oh-so-helpful tips, and also to that guy who kept phoning me up about mission 20. He told me about the end of mission 18 and hey, here it is...

MISSION 18

Phase 5

Clamber into the jeep and try and lure the tanks down to the bottom of the screen. Once they're there, zoom up to the top left hand corner and park outside the first troop door. Blast the door to the right of that one, and take out the blast door that's inside. And what's the little fella hiding behind? It's a missile firing helicopter. Your problems are over.

MISSION 19

You need three men to finish this mission, so if any get killed, it's best to press ESC and try again. Head straight up to the building at the top (1) and position the troops to the right side. Split off two men and head right to the pile of junk (2), where you'll come under fire from a jeep. The idea's to run towards the junk, lob a grenade over to the other side and then scoot off quickly, otherwise the jeep either shoots you, or jumps over the junk and flattens you.

Head these two guys down to the wall (3) and avoid the grenades raining down from the chopper. After a bit, it'll get bored of trying to kill you and head down to (4) where it'll land. Hug the right side of the screen to avoid the turret,

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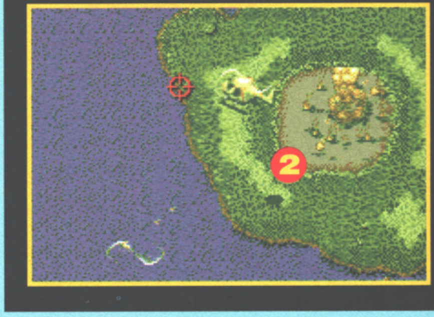

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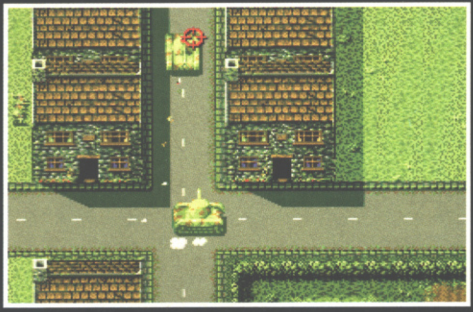

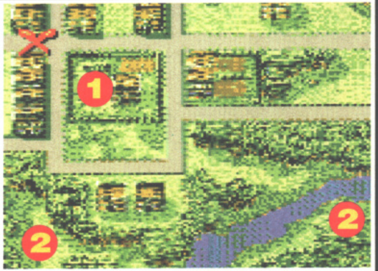

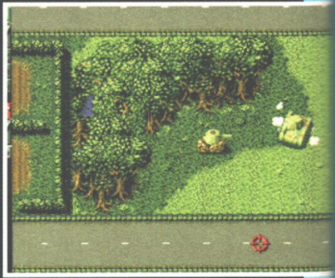

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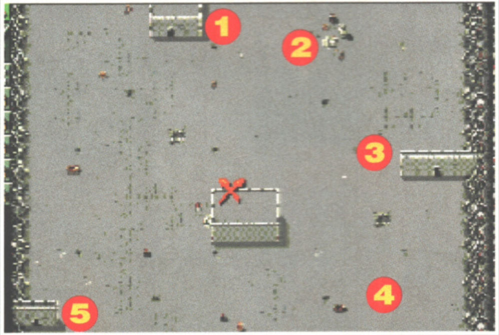

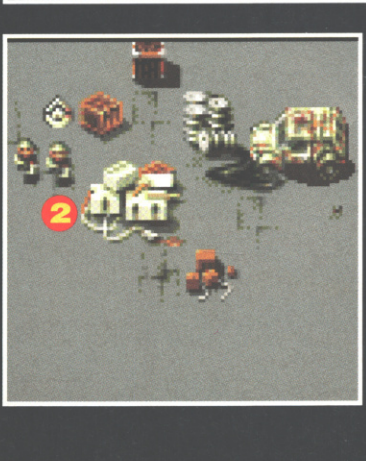

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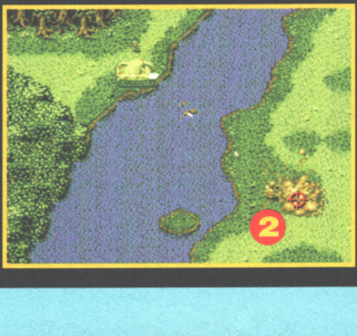

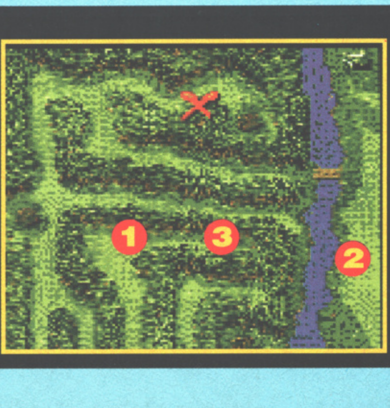

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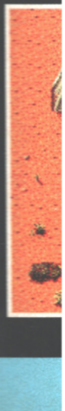
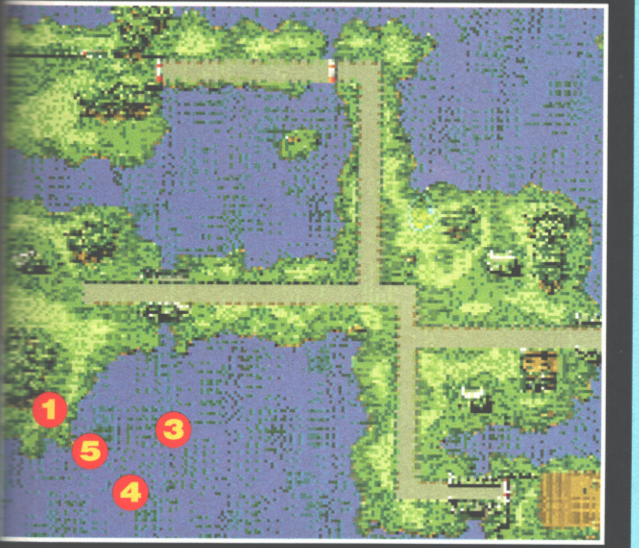


FODDER



and rocket the sucker, then go back to the wall and stand on the white pad in front of the door.

Switch to the other blokes, split one off and leave him on the other white pad, then go to (5) via the building in the middle. Once again, you'll have to avoid fire from the turrets, but when you stand on the final pad, it'll glow red and the helicopter will fly over to you. Get in. Kill everyone.

MISSION 20

Phase 1

There's only a few huts and a couple of bunkers to take out, so this one's a doddle. There's a tank (1) which helps you take out the turret (2) and also a power up that gives you 50 rockets (3), so once you've blown up the hut near the start, I'd hide most of your guys near there and use just one to finish the mission like the gosh darned hero he most certainly is.

Phase 2

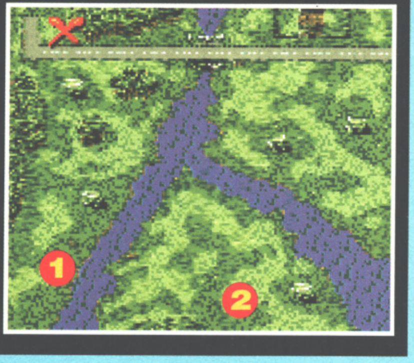
Another tank level, so hide your guys up the side of the house and put only one in the tank. ALWAYS KEEP MOVING in your tank by clicking on a distant point, which not only gets you up to full speed, but also leaves you free to blast the enemy. There's quite a few tanks and turrets hiding around the buildings, so take them out first before blasting the buildings, but since everything's tightly packed, make sure you've got a direct line of fire, otherwise you'll end up blowing yourself up.

Once the village is cleaned up, switch to the infantry to grenade the cottage surrounded by a hedge (1) and then head down the river bank to take out the huts on either side of the river (2).

Phase 3

Put one guy in the helicopter and take off immediately. Bomb the hut (1) and then head up to the island (2) and hang around until the enemy chopper lands. Blow this up and then land and transfer to the tank (3). Leave the hostage in his field, but clear a path for him by destroying the barricades and all the enemy. The best way of taking out the turret near his house (4) is to go into the field near the hut (1) and shooting it across the water. Once everyone's dead, let the farmer out of his field and 'stay orf his larnd' until he staggers back to his house.

MISSION 20.4



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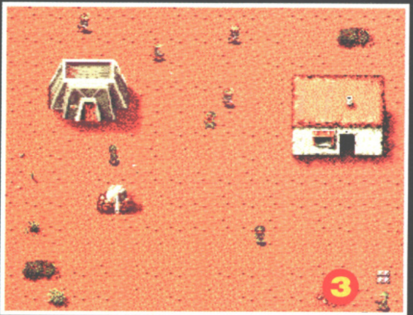
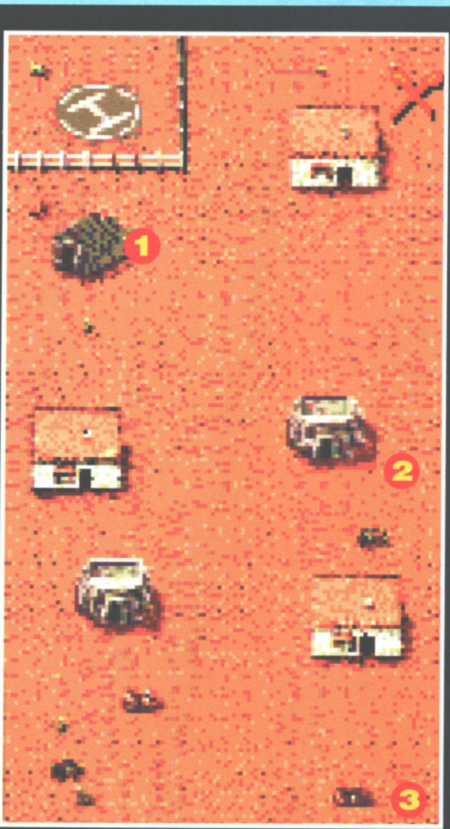




Phase 4

Jump one guy in the jeep and head down to the turret (1), pausing only to flatten the rocket launcher nearby. First blast the enemy turret on the far bank, and then the bunker, then collect the team and head over to the chopper (2). The hardest thing on this level's actually finding all the stragglers, because as soon as you get airborne, they sensibly cower in the dirt and whimper, which makes them terribly difficult to distinguish from bushes. Better just shoot at everything, eh?

MISSION 21

Phase 1

There's really no getting away from the fact that this level's a cast iron bitch. First of all, go right to AVOID THE MINE at the beginning, and then just do one thing – keep firing. Keep firing and KEEP MOVING, two things, or you won't get to the turret. Just keep firing, keep moving and cover all the doors while you get to the turret, and then don't blow yourself up by firing too close. Which is three things, I suppose. Possibly even four.

MISSION 22

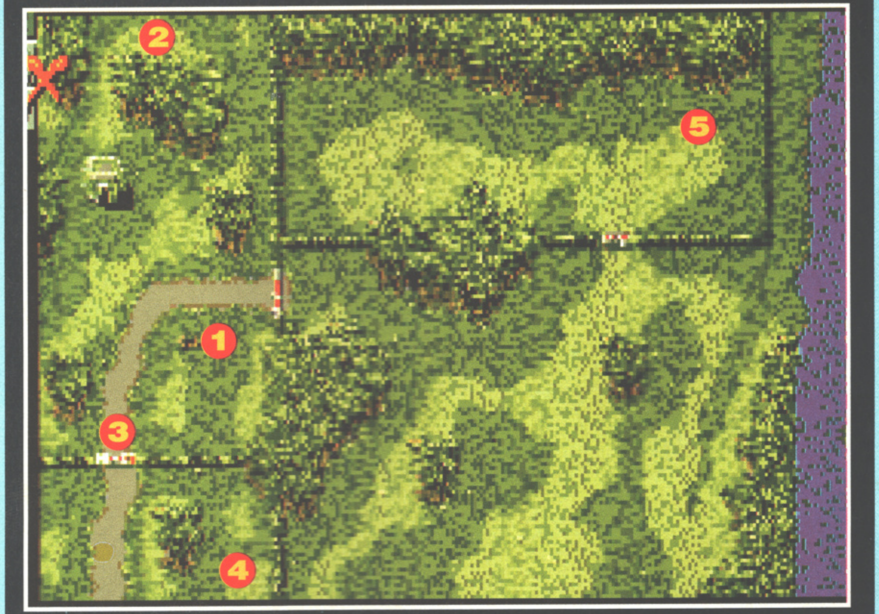
Phase 1

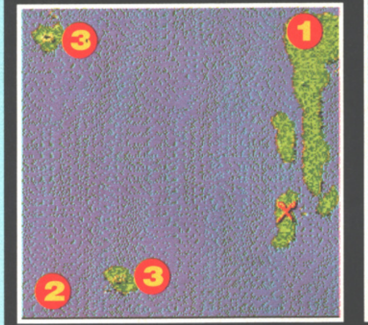
Switch to rockets, blast the turret directly opposite you and then get in the chopper. Kill everything. Rescue the hostages. You really don't need any help on this one.

Phase 2

You need to nail the helicopter when it's on the ground, so if it takes off, press ESC and try again. Before you move, switch to rockets to take out the fence, and then move a bit closer and roll a grenade under the chopper's skids. If you stay behind the building, the rocket launcher usually

MISSION 23.1





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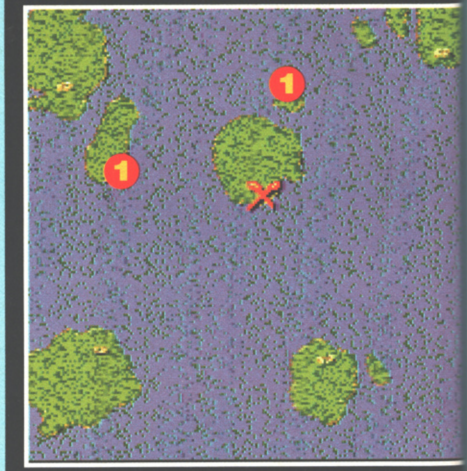

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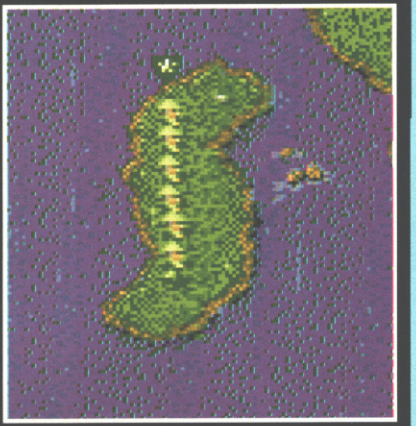

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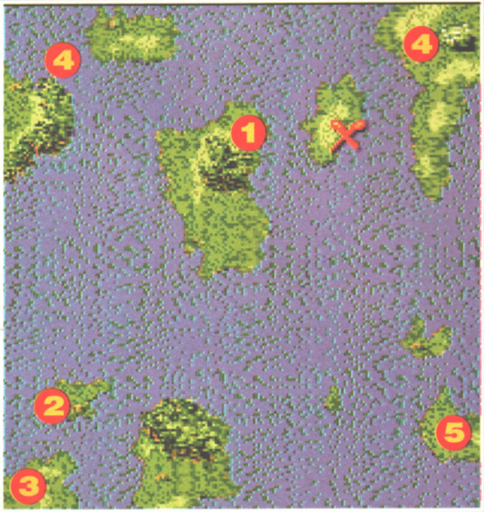


lets fly, takes out the building and then gets killed by the door, so use your remaining grenade on the hut (1) and then pick up the grenades in the top corner.

Incoming fire's pretty intense, so kill everyone before moving forwards to a new position and firing again. You've got to work down the right side of the screen, but ignore the tempting extra grenades near the bunker (2) and BEWARE THE MINE nearby, which you need to shoot before you get too near.

If you go down the right, you can get to the power ups in the corner (3) and finish the level. If you try and go down the middle to get to the turret, you'll discover that the enemy turret fires homing missiles. It's your choice.

Phase 3

You've got to beat the enemy jeep to the other end of the screen, otherwise it'll flatten a civilian, so get in the jeep, zoom along a bit and get out to grenade the first fence. You can jump the second fence by hitting the large rock at full speed (1) and then use up your last two bombs to blast the final fence. Then just park up near the turret, hop out and – Boom!

Phase 4

If you make it to the helicopter, you'll live, if you don't, you'll die. It really is that simple.

MISSION 23

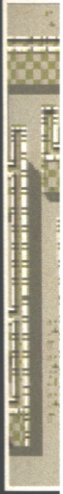
Phase 1

The only way you're ever going to get to the turret (1) is by avoiding the enemy troops, who are particularly mean on this level. Take the long route to the turret by going round the trees (2) and then hop in, blast the bunker and also the barricade (3). There's a helicopter (4) which you can use to taunt the tanks in the next field. Hopefully, they'll kill each other, but even if they just off a few sheep, it's still good for a laugh. Fly over to the tank (5) and take out the remaining bad guys to finish off.

Phase 2

Head left to the next island (1) and clear everyone off it. Send one man to jump into the turret (2), blast the enemy and leap out again before the returning fire hits home. Grab the chopper (3) and then just take out the remaining turret and bunker (4) and the enemy chopper when it lands (5).

MISS



Phase

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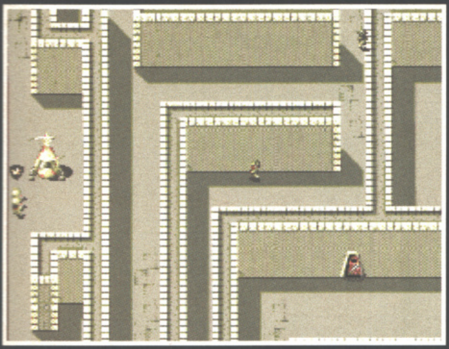
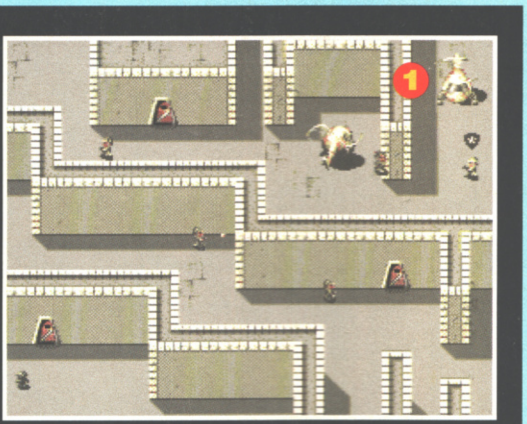
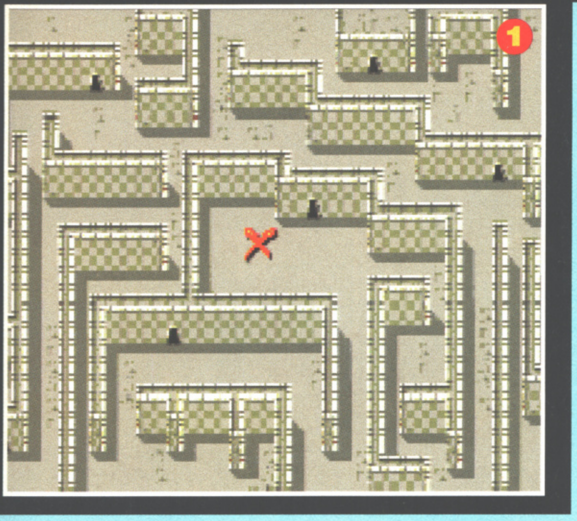






Phase 3
Switch to rockets and take out the two enemy choppers (1) before they take off. If you miss one, BEWARE THE SHEEP, get in the chopper and just trail it around until it lands. Then bomb it.

Phase 4
The first helicopter's unarmed and guarded by a rocket launcher. Use it to get to the second helicopter, which is similarly defended. Get in it. Kill everyone.

Phase 5
BEWARE THE MINES!!! The island's full of them, and there's also one of those nasty spiky things as well. Head right, then split one guy off to grab the chopper (1). Whoosh over to the bottom corner (2) where you should be able to catch the two enemy choppers on the deck. Blast them, then both the turrets (3) to finish the level. If one of the choppers gets airborne, crash into it. Your pilot will get killed of course, but hey, this is mission 23.

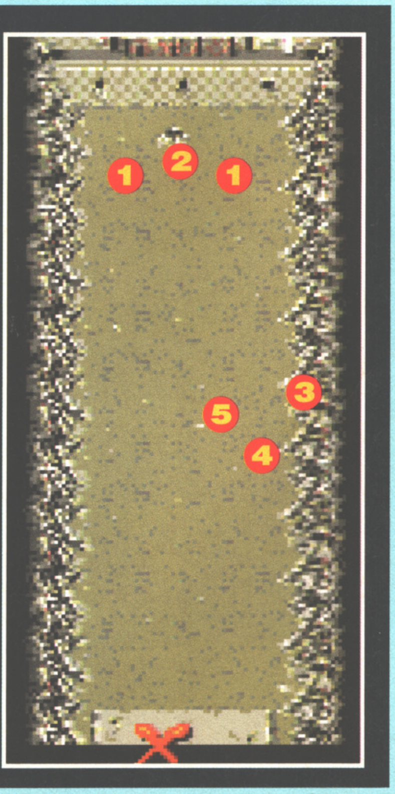
MISSION 24

Phase 1
Put one man in the tank (1) and then take out all eight turrets. Remember to KEEP MOVING. Killing the dossers is optional on this level.

Phase 2
Although there are three helicopters in this level, only (1) has rockets, so assuming you survive the initial firefight, it's a simple walk up to it. Watch your back, and throw grenades over walls to take out any opposition before you meet it face to face. Then blow everything up.

Phase 3
Put one man in the chopper, but keep all the grenades with the rest of the team. Send the team as far forward as you can, then take the chopper up the screen. The mines (1) detonate as soon as you fly over them, and if you're lucky, one of the enemy will lob a grenade at you and blast one or both of the doors. Otherwise, bring up the team and grenade the doors from the rocky outcrop (2), and finish off any survivors by landing the chopper on them.

Phase 4
Run up to the top corner (1) and put one man in the chopper. Now if you can manage it, the idea's to take out the four turrets (2) in one pass, because if you fail, they'll launch homing missiles that plague you for the rest of this phase. Assuming you've got a couple of these blighters on your tail, then the helpful hint KEEP MOVING applies more than ever, so blast the computer until the dome's destroyed (3), all the doors, consoles and pretty much everything in graceful fly-bys. The enemy helicopters land in the corners (4) so why not pop by occasionally to see if they've landed?



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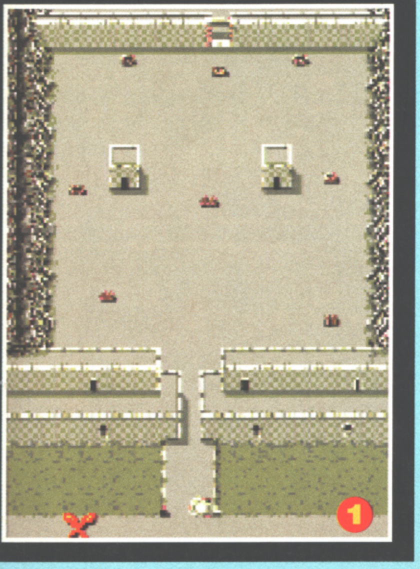

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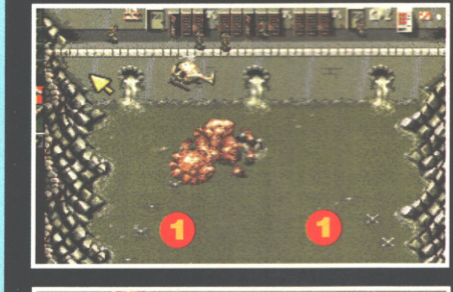

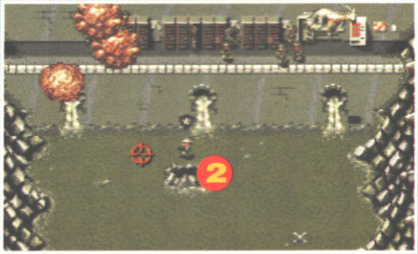

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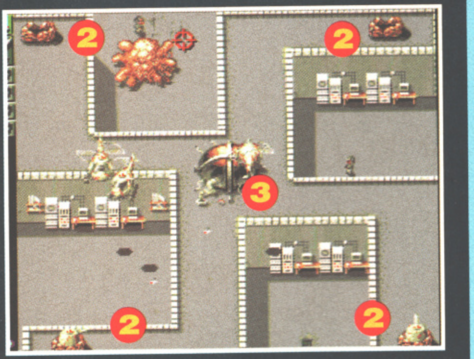

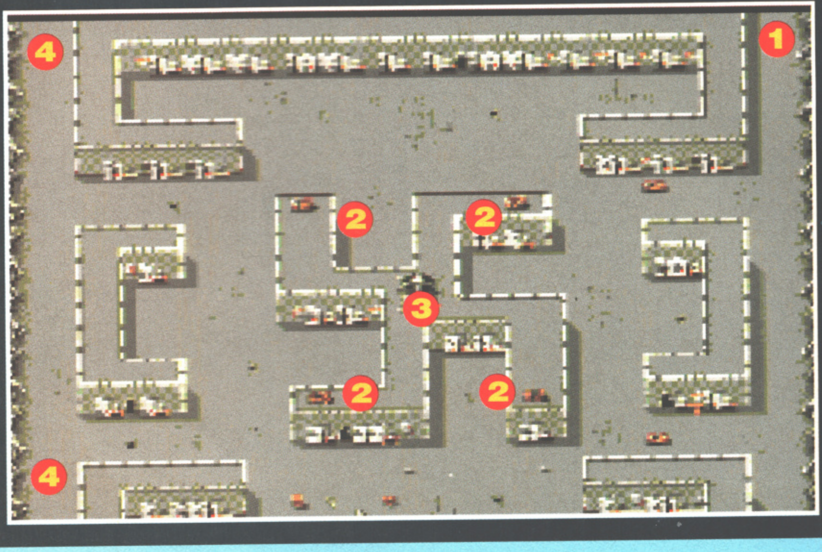

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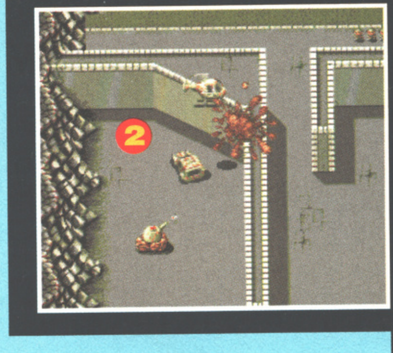

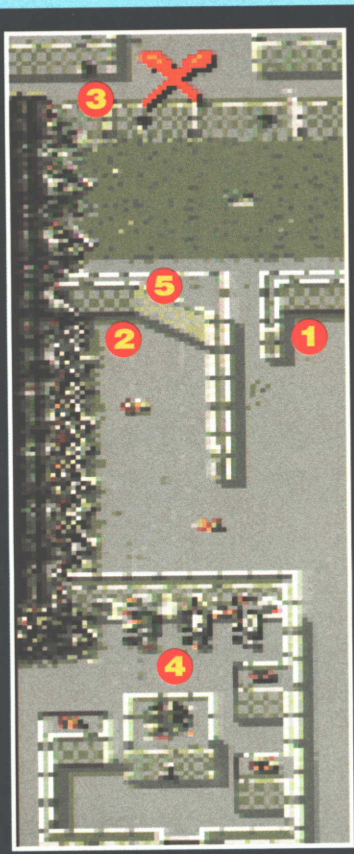

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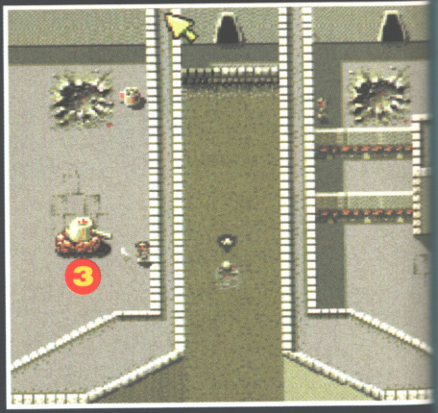

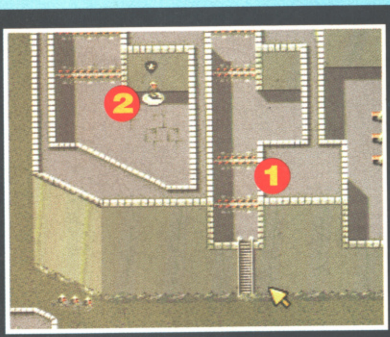

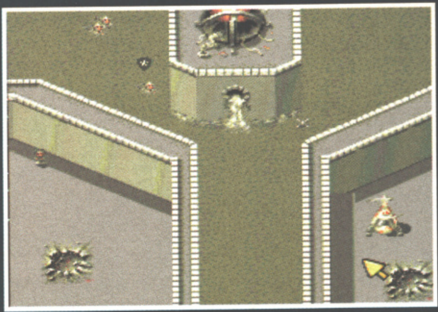

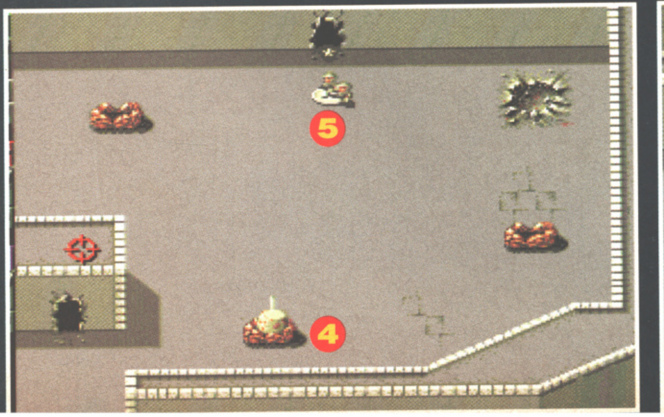

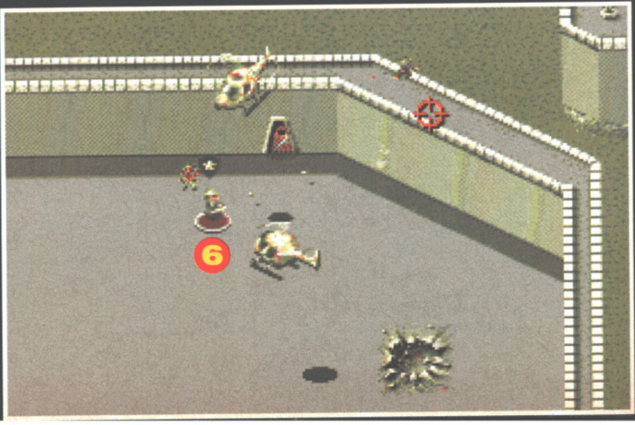

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Phase 5

Where as the homing missiles were a bit of a drag in the last phase, they're a disaster in this one, so if your chopper picks one up, press ESC and try again. Cross the water and send one man to get the jeep (1) then race past the two turrets and jump into the helicopter (2). Blast the turrets, then sneak down the screen until you can just see the next turret, fire off some shots and back off. You need to do this for every turret, but each time you back off, you can take out the door (3) or any survivors. Once you've taken out the remaining four turrets, paste the area with rockets and then pick up the leader (4). You can't miss him, he's the one with the flashing red light on his head. Fly him back to the tent to finish the penultimate level of the game.

Phase 6

This is it, and to mark it as something special, there's no map, only a 'Time to Die' counter. You've got about four minutes to finish this, otherwise bombs go off everywhere and kill you, so you have to try and do several tasks at the same time.

Start off by lobbing grenades at the first set of blast doors (1), then go down the ladders and head left. As the team passes the next set of ladders, split one man off and give him all the explosives. He's got to blast his way round to the pressure pad (2), but make sure that you use up all his grenades before you leave him, otherwise he tends to kill himself.

While you're doing this, move the rest of the team to the middle and split them. Send two as far down as you can, and send the other two straight up, but keep to the right. As soon as the enemy turret (3) opens up on you and blows itself up, head back down and go right. Climb the ladder, get in the turret (4), blast the other turret, kill everything and then stand them on the next pad (5).

Which leaves the team at the bottom. Swim them over to the ladder, but stop at the bottom rung and fire upwards, as the ladder's mined. When you get this lot to the final pad, it'll glow red (6) and both your helicopter and the enemy one will come over to you. You've now probably got only about 15 seconds to blow up all the doors and kill the remaining soldiers while the enemy chopper fires heat seaking missiles at you. If you manage, you've finished the level and won the game. Hoorah!!

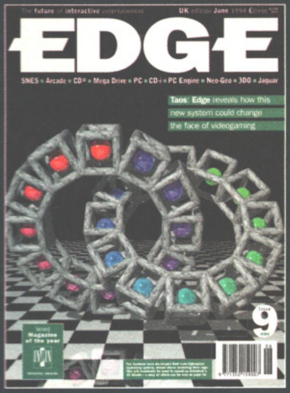
All of which will probably leave you feeling a bit drained and empty. With your combat service over, there's nothing more for you to do other than go home, get fat and bore your kids with dull war stories. There's always the possibility of *Cannon Fodder 2* of course, but I don't know how likely that is, or you could go back and do it all again. What's the biggest body count you can rack up for one soldier? How far can you get Jools through the game, and what's your favourite level? Can you complete every level using only one man? If you can, don't hesitate to not write in and tell me.

If these are the first *Cannon Fodder* tips you've read and you're desperate to get hold of all the rest they're in issues 35 through to this one and can easily be ordered on page 74.

● ***COMMANDER CAMERON***

MISSION
COMPLETE

Far out
Unreal
Crazy, dude!
Kool, babe
Yippeee!
Outrageous
Uurggggggh!


EDGE
Taos: Edge reveals how this new system could change the face of videogaming

This **magazine** has been **voted** **Magazine of the year** by people working in the games **industry**

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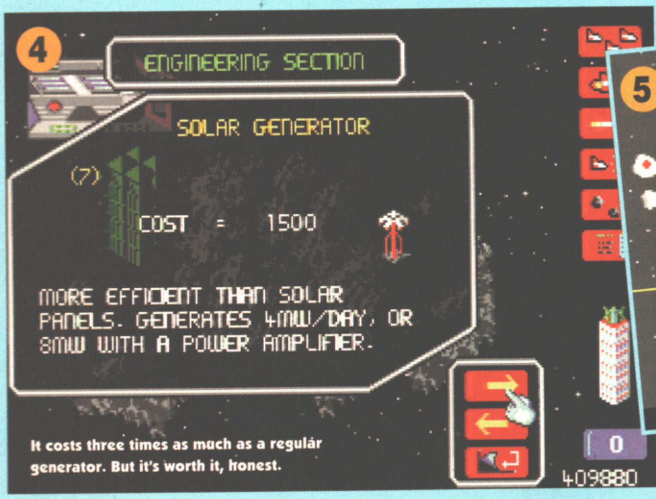
K240 TIPS

In which, Steve McGill becomes master of a mining colony in the far galactic reaches.

Someone, somewhere this side of the Milky Way, once said "In Space, no one can hear you scream". Obviously, whoever said that wasn't passing anywhere near Earth on stardate 13th April 1994. If he had, he would have heard the screams of solar indignance at the cosmic injustice perpetrated on Celestial Tommy Burns Blue and White Army.

What's all this got to do with *K240* tips? Absolutely nothing. It's just that it's far too important a subject not to be mentioned in the hallowed pages of AP. So anyway, on with the show.

K240 is one muddy funster of a game. The downside is, it's so big that it'll take you longer than a small while to get to grips with the intricacies and strategies. Considering that I don't like games where you can just hand out a complete solution (like last month's *Jurassic Park*), here's some handy hints and tips that I picked up while playing the game. They vary from the elementary to the sublime to the downright devious, they'll help you get into the game quicker and provide an easier route to defeating the enemy.



ENGINEERING SECTION

SOLAR GENERATOR

(7)

COST = 1500

MORE EFFICIENT THAN SOLAR PANELS. GENERATES 4MW/DAY, OR 8MW WITH A POWER AMPLIFIER.

0

409880

It costs three times as much as a regular generator. But it's worth it, honest.

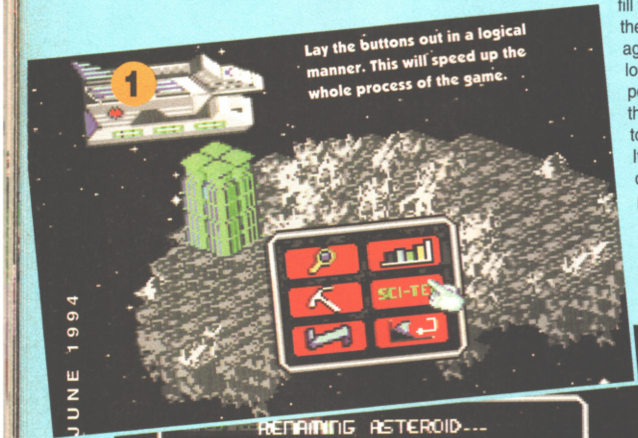
5
PNMW
MHFW
PAFIII

As soon as you've built a hangar, you can start building ships. That's a good thing.

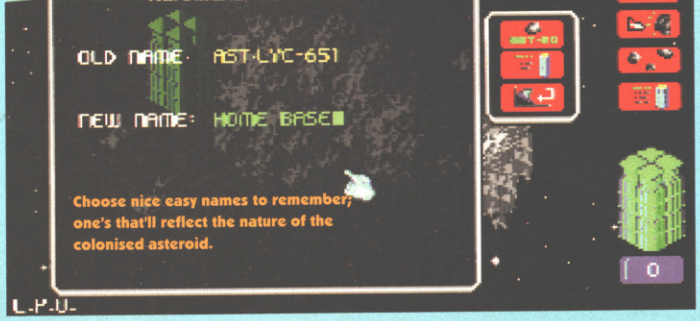
1 Before you start doing anything, extract all the most useful icons from their control panels. This is a simple process. Find the icon you want to extract and just hold down the left mouse button. Extracted buttons locate themselves on the lower right of the screen and work their way up until they fill that side. From there, they start again at the lowest right position and work their way across toward the left. It's pretty much down to personal choice where you place them, but absolutely essential extractions are the build icons, the asteroid field map, the space altitude icon, the resource icon etc etc. If executed efficiently, most game time should be spent doing things other than constantly searching for an icon buried under two or three icon menus.

2 Renaming of asteroids. This is a lot more important than you think. As soon as you've colonised more than three asteroids, you're going to forget what mineral or function you had in mind for them. To avoid this, you can rename them. Click on the CPU and you'll see three little icons to the right of the pop-up panel. Click on the top one and you'll be given the option of renaming that asteroid. Useful names like 'Home Base' or 'Mostly Dragonium' (depending on which mineral is most abundant) will encourage you to use your memory to something like half capacity.

3 Right behind the renaming function should be the assigning of asteroids to the function keys. This lets you jump to any colonised or uncolonised asteroid faster than a slow wink. Think again about



Lay the buttons out in a logical manner. This will speed up the whole process of the game.



RENAMING ASTEROID---

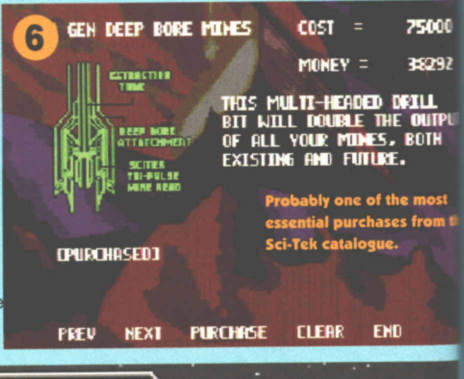
OLD NAME: AST-LYC-651

NEW NAME: HOME BASE

0

L.P.U.

Choose nice easy names to remember; one's that'll reflect the nature of the colonised asteroid.



GEN DEEP BORE MINES COST = 75000

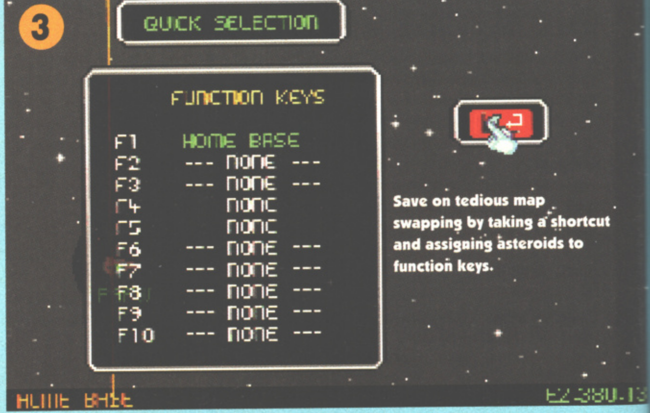
MONEY = 338292

THIS MULTI-HEADED DRILL BIT WILL DOUBLE THE OUTPU OF ALL YOUR MINES, BOTH EXISTING AND FUTURE.

[PURCHASED]

PREV NEXT PURCHASE CLEAR END

Probably one of the most essential purchases from th Sci-Tek catalogue.



QUICK SELECTION

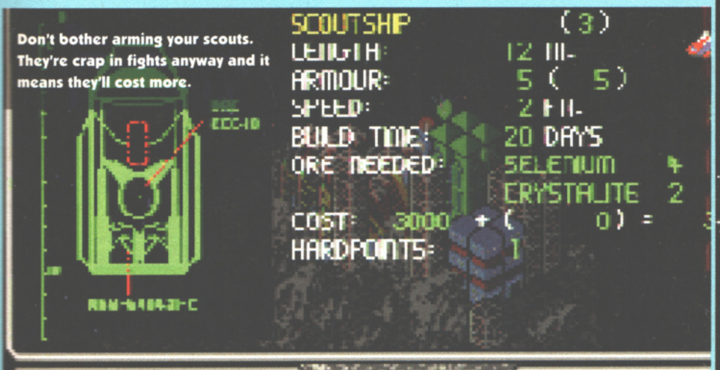
FUNCTION KEYS

```
F1     HOME BASE
F2  --- NONE ---
F3  --- NONE ---
F4      NONE
F5      NONE
F6  --- NONE ---
F7  --- NONE ---
F8  --- NONE ---
F9  --- NONE ---
F10 --- NONE ---
```

HOME BASE

EZ-380.13

Save on tedious map swapping by taking a shortcut and assigning asteroids to function keys.

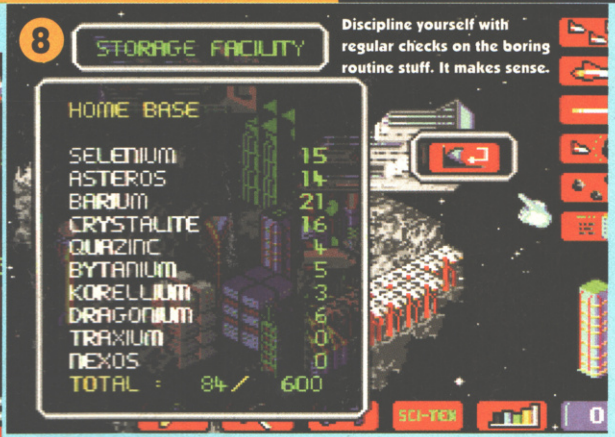


Don't bother arming your scouts. They're crap in fights anyway and it means they'll cost more.

```
SCOUTSHIP          (3)
LENGTH:        12 M.
ARMOUR:         5 (  5)
SPEED:          2 M.
BUILD TIME:    20 DAYS
ORE NEEDED:    SELENIUM    4
               CRYSTALITE  2

COST:  3000 + (       0) =  3
HARDPOINTS:     1
```

7



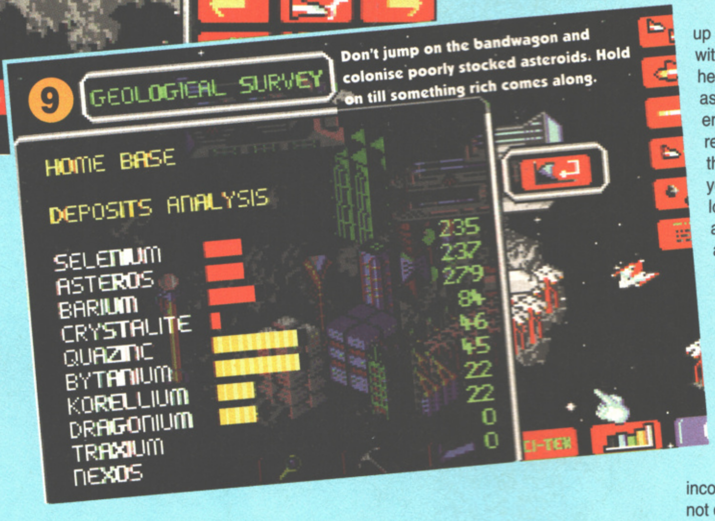
8

Discipline yourself with regular checks on the boring routine stuff. It makes sense.

STORAGE FACILITY

HOME BASE

SELENIUM	15
ASTEROS	14
BARIUM	21
CRYSTALITE	16
QUAZINC	4
BYTANIUM	5
KORELLIUM	3
DRAGONIUM	6
TRAXIUM	0
NEXOS	0
TOTAL :	84/ 600



9

Don't jump on the bandwagon and colonise poorly stocked asteroids. Hold on till something rich comes along.

GEOLOGICAL SURVEY

HOME BASE

DEPOSITS ANALYSIS

SELENIUM	235
ASTEROS	237
BARIUM	279
CRYSTALITE	84
QUAZINC	46
BYTANIUM	45
KORELLIUM	22
DRAGONIUM	22
TRAXIUM	0
NEXOS	0

how you rename your asteroids as well. Put in the function key that it' s been assigned to eg 'MostlyDrag F3', for extra help. This helps when you're in the asteroid map screen.

4 The following procedure will become routine as you start to build up your asteroids; build power supplies first, the 8Mw variety. Follow that with deep bore mines and normal mines. Fill in with a radiation filter, hydroponics, food plants, air supply generators and ore stores. Don't bother with environment control or power stores at the moment until you know for sure that you can afford them.

5 As soon as you've taken care of the essentials, build a hangar, a weapons factory and a command centre. These are essential if you want to build scoutships and fighting ships. The command centre lets you build a spacedock; eventually. Spacedocks let you build the bigger spaceships like Transporters, Terminators and Fleet Battleships.

6 Introduce yourself to the Sci-Tek blueprints screen. Set aside 130,000 credits and buy the ordinary mine and deep bore blueprints. This doubles your output from these type of mines and soon pays for itself.

7 Considering that there is an unknown enemy out there, it makes Securicor sense to try and find out where he is as soon as possible. Build as many scouts as you can afford. Don't bother going to the trouble and expense of arming them. The Empire tends to send you a fleet of better equipped ships anyway.

8 Keep checking the routine stuff such as mine production, power output etc. As soon as any scouts have been built, send them out into the furthest reaches of space to explore. If they come across any asteroids in the interim, they fly back and report the find. Note if they reached the initial destination you set for them. If not, send them out to explore the same area again.

9 By now, you'll have discovered several asteroids. Survey them as soon as possible to see if they have any useful or essential ores. Don't colonise the first asteroids you discover straight away, unless they are particularly rich. Colonisation is a costly and time consuming process, so sometimes it's best to wait.

10 Asteroids with Traxium and Nexos on them are always worth mining due to the large amounts of revenue you can earn through exploiting them. Of course, you need the formidable sounding Seismic Penetrator to mine either of these ores. Purchase the blueprints from Sci-Tek.

11 By this time, you'll have become a lot more familiar with the game mechanics and requirements. Money saving gizmos such as power amplifiers, repair and construction droids, accurate missile targeting etc.

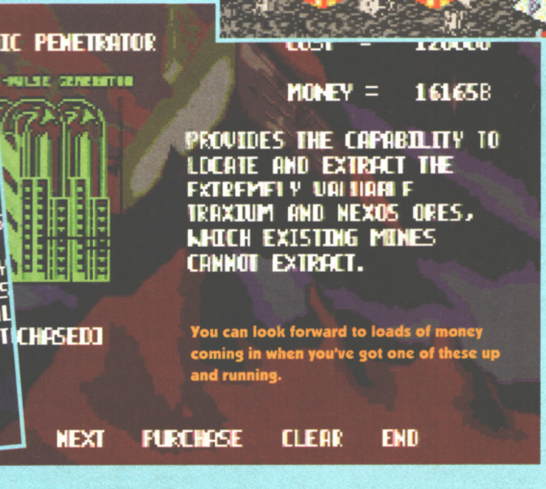
12 And by now, you'll be itching to give the enemy a good hiding. Set up a couple of fleets. Arm one of them with chaos bombs, static inducers and heavy shields. Assemble the other fleet as an attack fleet for space combat. This ensures that your bombers should be relatively undisturbed as they reduce the enemy's buildings to space dust. As you dispatch the fleets, fire off a whole load of cheap missiles at the target asteroid. This should soften the asteroid up a bit and make it that bit easier to destroy.

That's it then. If you follow these guidelines, you'll find that the first enemy is very easy to despatch. After that you're on your own.

I've been warned by Steve F not to finish these tips by saying too much about Kilmarnock's dismal treatment at the hands of blind, stupid and inconsistent referee Les Mottram. So I'll not do that. Only thing is, what can I say other than get yourself a new guide dog Les. Your old one isn't working.

12

Vortex mines and Chaos Bombs result in a heavy payoff for your lads. Split up your forces to maximise fire power.



10

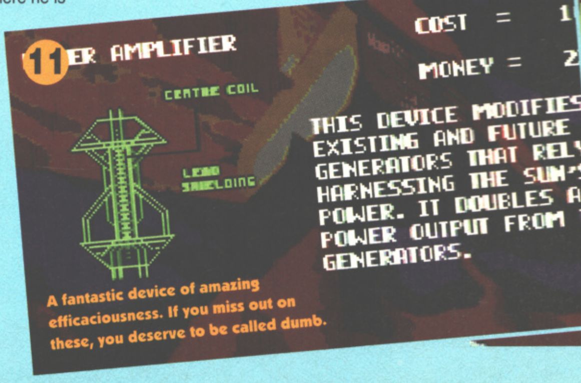
ISMIC PENETRATOR

MONEY = 16165B

PROVIDES THE CAPABILITY TO LOCATE AND EXTRACT THE EXTREMELY VALUABLE TRAXIUM AND NEXOS ORES, WHICH EXISTING MINES CANNOT EXTRACT.

[CHASED]

You can look forward to loads of money coming in when you've got one of these up and running.



11

ER AMPLIFIER

COST = 1

MONEY = 2

THIS DEVICE MODIFIES EXISTING AND FUTURE GENERATORS THAT RELY HARNESSING THE SUN'S POWER. IT DOUBLES AL POWER OUTPUT FROM T GENERATORS.

A fantastic device of amazing efficaciousness. If you miss out on these, you deserve to be called dumb.

BENEATH A

Droid messing you about? Fear not, McGill is here to help.

We don't like to spoil things too much here at AP. Way back in issue 33, Commander Cam stated that you should stay away from *Steel Sky* game solutions in the same manner you would avoid the plot of a movie. So far, we've respected his wishes; not any longer though. This issue sees the first instalment towards the complete solution.

1 You start at the head of a set of stairs and overhear a security man having a conversation with old Hobbins the maintenance man. Listen to what's being said and walk over to the left. Pull off the rung on the far left and use it to open the door on the right. This creates enough noise to attract the unwelcome attention of the security guard. Before he has time to reach you, walk over to the door on the right and force it open with the rung. The next sequence of events pretty much get taken care of for you.

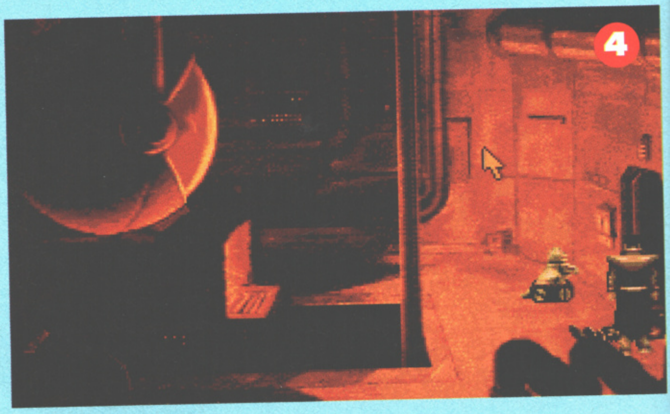
2 Go back down the stairs and through the exit to the right. You'll see a pile of old junk. Stick your circuit board into this pile. Miraculously, one of the pieces in the pile comes alive. That's Joey the smartass wise-cracking Droid that is. Have a chat with Joey, it helps fill in the storyline and adds to the atmosphere.

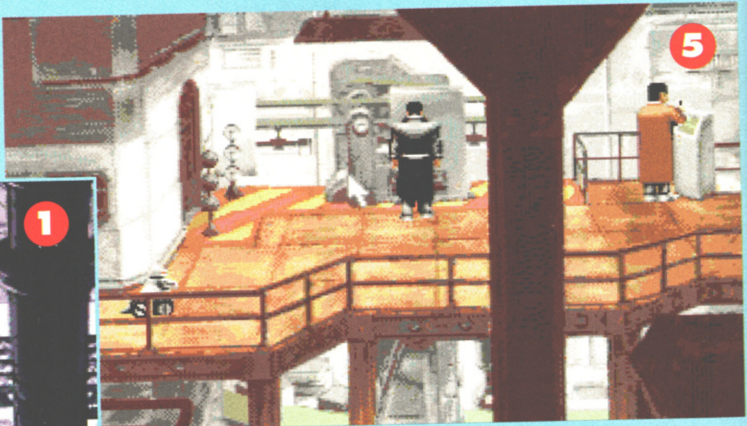
3 Now stand on the lift. This sets off an alarm that alerts Hobbins. As soon as he come through to see what all the noise is about, go through the exit to the right. The next bit is time crucial. Quickly locate and open the cupboard. Grab the spanner inside the cupboard, you're going to use it later.

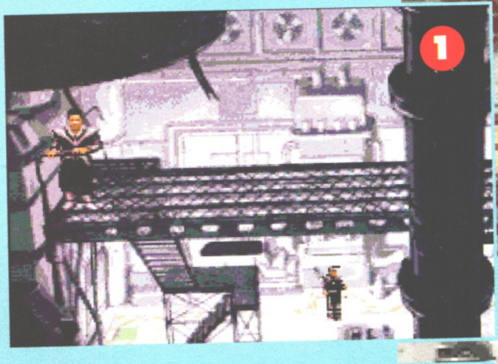
4 Go back to the room with the lift in it. Inspect the transporter droid and then go and talk to Hobbins. As soon as you've wangled out of him what's actually up with the droid, ask Joey to fix it. The transporter droid will now go about its business. Wait for it to come back. It will load a drum on the lift. When this happens, jump down the hole. After a small wait, Joey will follow you. Ask him to open the door. No sooner is the door opened, than you are confronted by Reich. Miraculously, he will be killed by sparks or something shooting out from the furnace. Search his foul corpse and pocket his possessions.

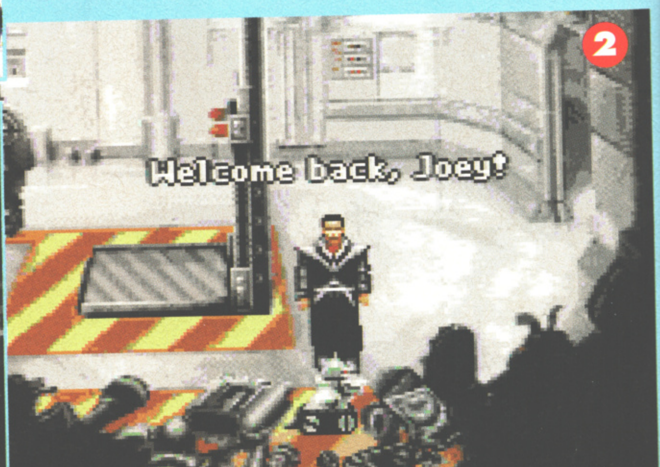
5 From here, go right and right again. At this location there should be an exit into another building. This is the factory. Chat with the woman there. her name is Anna. Wait until a big fat greaser of a bloke comes along. This guy is Lamb, a self promoted supermarket manager type. Tell him you're security and take the exit to the right. This is another part of the factory amazingly enough.

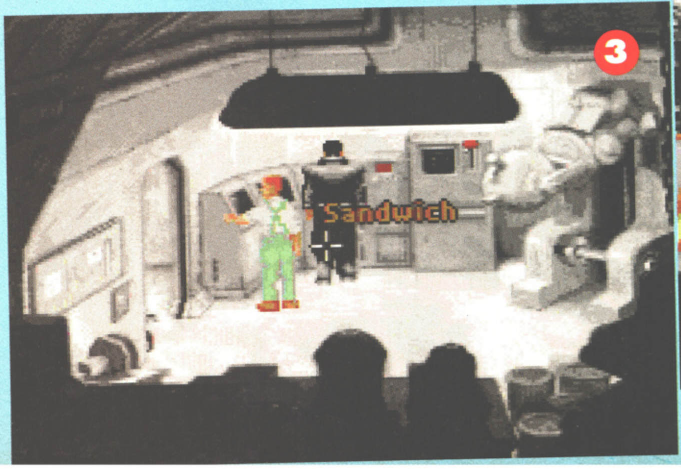
Time for a bit of well earned vandalism now. Take the spanner you nicked from Hobbins and put it into the exposed cogs in the machine. The machine stops working almost immediately. If you put the cursor back over the cogs, it should now read "damaged cogs". Take the spanner back out and head left. Locate the droid at the











furthest left
spanner on
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You're now
looking less

6 Try wal
that lea
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to disable t
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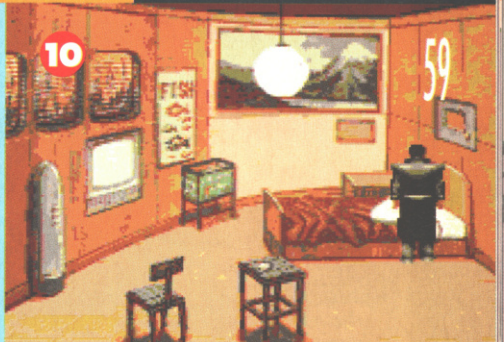
the storero
over and pi
find underr
he'll tell yo

STEEL SKY



furthest left location of the factory. Use the spanner on it and then ask Joey if he wants a new shell. Of course, he does. You're now in possession of a cooler looking less embarrassing to be with droid.

6 Try walking through the top left door that leads to the storeroom. You will be refused entry. Ask Joey to checkout the storeroom. When he comes back, ask him to disable the fuse box he reports being there. As soon as he gets back, walk into the storeroom yourself. Push the gangway over and pick up the piece of putty you'll find underneath it. Show this Putty to Joey, he'll tell you that it's plastic explosive.

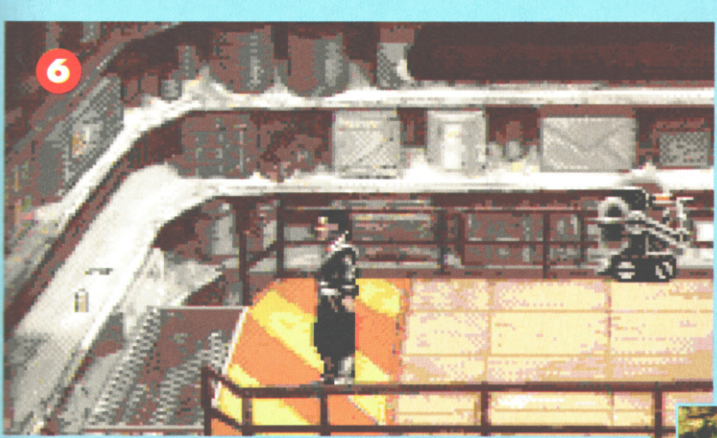
7 Time to leave the factory. Go along the walkway until you reach the building at the far left. This is the steamroom. Once inside, use the spanner on both of the buttons on the boiler. Ask Joey to press the button on the left, simultaneously press the button on the right. The old man will complain and leave. When he leaves, pull the switch on the dash on the left. Remove the lightbulb and put the plastic explosive in the socket. Pull the switch again. A door on the bottom of the panel should open and reveal two more switches. Pull the one on the right down. Because that's the one you want that is.

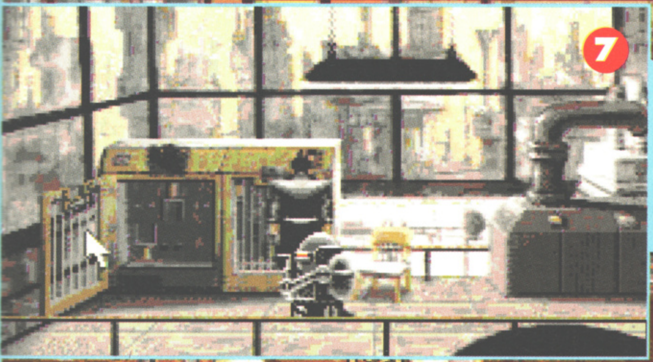
8 Leave the steam room and go into the lift near the factory. You'll need to use Reich's ID card to do this. Once out of the lift, walk to the left and then go through the doorway on the top right. Use Reich's card on the left slot and enter the room. Pick up the pillow on the bed and pocket the magazine there. Travel to the right now, past the lift you came out of, until you happen across Travelco. Cover all conversational options while chatting to the man. He will swap a tour for the magazine. Go back to Reich's apartment and wait until Lamb arrives. Chat with him. When he mentions going away, hand him the ticket. Head back to the factory via the lift and have another yap with Lamb. He takes you on a tour of the factory but leaves abruptly. After he's left, talk to Anita again. When she asks for your ID card, hand her Reich's. Chat with her exhaustively.

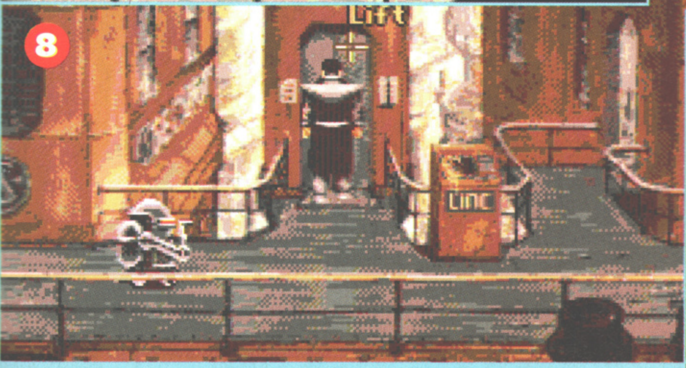
9 Leave the factory and jack in to the LINC terminal. Select 2, 1,1 and then 2; in that order. Jack off and wait for Lamb. Chat with him again and wait for him to authorise your entry to his flat. Before going down to Lamb's flat, locate the cable to the right of the screen you're on now. Ask Joey to cut it. Travel down in the lift and pick up the cable then head for Lamb's pad.

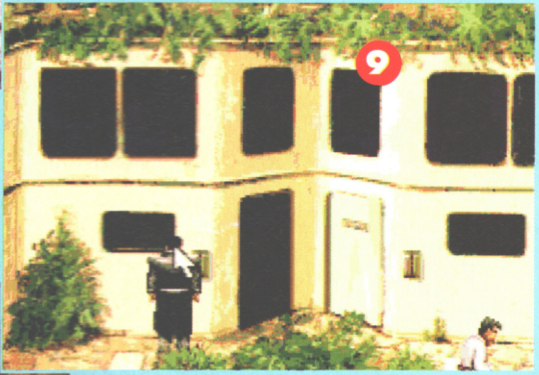
10 Use Reich's card in the slot. Use the machine on the right to feed the cat. Pick up the video and pocket it. Leave the area now and travel along the walkway to the far left and enter the building marked 'Burke's Bio Surgery'. Chat with the hologram. Get Joey to persuade the hologram to let you through the door on the left. Go through and chat with burke. Offer him your testicles (really) and he'll give you a Schreibmann Port. Again, exhaust all of the conversational possibilities with Burke.

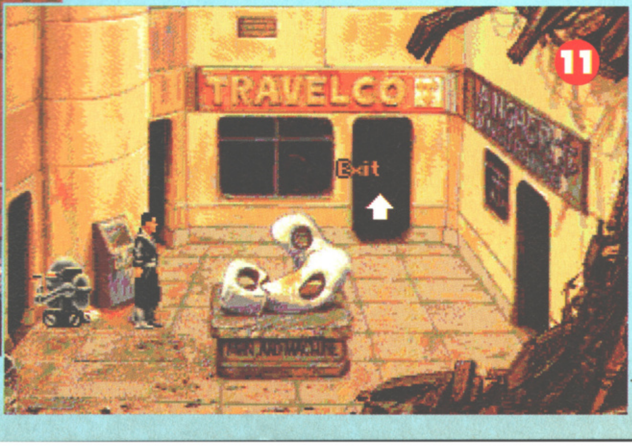
11 Leave the surgery and travel to the far right and enter the building next to Travelco. Examine the statue, then have another of those exhaustive chats with the man behind the desk. Enquire about a Special Policy and tell him that Burke sent you. When he leaves, ask Joey to weld the anchor off of the statue. Pick up the anchor and go back to the top level again. Head for the steam room and go through the door to the right. Hurrah, you're back at the starting position and you're also at the end of the tips. Jack-in next month, where we'll complete the rest of *Steel Sky* before it gets rusty. Sorry.











IN A MUCKLE?

Then you need...

THE LAST RESORT

with Rich Pelley

Time again to let Rich Pelley detatch your clothes, run you a bath, splash in some Matey and soothe your gameplaying aches and pains away.

Hello all you cosmic love thangs, Rich Pelley of Tipadelica here ready to funk away all your gaming blues with the aid of my cohort of top, tipping lovers from around the globe. So stay fly, keep funking and be seriously cool to each other, y'hear?

LOOSE ENDS

These readers are rather bunged-up games-playing wise. Can you provide the Vapo-rub?

Q "FATE – GATES OF DAWN, the third level of the catacombs beneath the city of Larvin. I am unable to follow the path through the catacombs to the Royal Palace any further than the series of rooms teleported to by the Travel Chamber. In these room my eyes have spotted a note advising to 'dig immediately in the right place' and a switch which activates one of the two inactive teleport points. The then active teleporter gives access to a secret room which appears, annoyingly, to be empty. There is also a crystal containing spinning stars embedded in one wall which seems to be of about as much use as the other crystals I have found, ie none whatsoever. Are they just markers, or do they possess some higher function?"
Adrian Duffy, Deeside

Q "Do you or any of your readers *(Not me – Rich)* have any idea on how to get going on LEISURE SUIT LARRY 2? I can't get any further than finding a dollar, buying a lottery ticket and then attempting to buy some soda and getting shot because I can't afford it!
Steve Sedgely, Eastbourne

Q "On BATTLE HAWKS 1942 I am having major problems with the first Midway mission for the Japanese. Although I can normally save one carrier (and sometimes even two) the third is always destroyed by American divebombers. Is there a way to fly this mission so that all three can be saved?"
Stuart Nibble Har... *(Noooooh! – Ed)*, Sheffield

Q "With reference to METAL MUTANT and the Case Closed in issue 36. I am told to deal with the zombie on the second level, leave the first gate closed and open the second. Well, the second is already open. This in itself doesn't cause any problems, but what is rather more distressing is that it goes on to say that back on level one I should ignore the first gate and open the second, and every time I open the second I blow up."
Paul Denny, Herts

Q "You wanna help an extremely thick person? I'm stuck on level 22 of PUSHOVER and I don't want to simply be given a code for level 23 *(It's 14342, actually. – Rich)* because I wish to play the whole game right through when I get bored of my Maths and French homework."
Lisa Edwards, East Sussex

Q "I am having trouble with the last level of BLACK CRYPT. I've tried everything to kill Estoroth, but he just keeps on coming. I've spent about four hours just immobilizing the git – hacking registers hits but has no overall effect."
Lumpy Platt, Cheshire

Q "E.O.T.B. 2 Lev. 2. On the bit where you can't rest your party, there are two doors I can't open. One is situated where there are nine pressure pads – I've put everything on them but nothing happens. *(We've done that one before. Put things on them in a cross shape. – Rich)*. The other door requires a purple key – and I seem to have used the only one I could find to open a door a minute ago.

I'm even still stuck on the original E.O.T.B. where there are spiders on the door. Where is the throne?"
E. Unsworth, Huddersfield

Q "DUNE 2. Level 7. I need to know specifically how to build more than one ornithopter on that particular level."
Ian Cawley, No fixed abode

Q "Is there a cheat for LIONHEART? I've been following your solution in issues 27 and 28, but I'm still finding things a bit hard."
Jez Chin, Humberside

Q "Please can you help me on LEGEND OF VALOUR, Men-At-Arms quest four. I have killed the Bear on the Moon Day, the Troll on Woden's Day and the Minotaur on Freya's Day respectively. Part of the mission is to take your Victory Laurels to the Guild but I can't find them. Er, so where are they?"
Tempest Allchorne, Kent

Q "Ever heard of a game called WHERE SLEEPING GODS LIE? *(Actually, I reviewed it once. – Rich)* How do you get off level one? *(Except I didn't get that far. – Rich)* The hermit has told me to get to the stone gate, where the magic tree informs me that I will be transported to Sylvar. But nothing happens."
Phil Ducker, Bedfordshire

Any problems? You know where to get the answers by now. Just send 'em in and let Uncle Rich take care of them.

CASES CLOSED

These readers certainly deserve more than a 'Thanks then'. But they won't get it.

Q Paul Miel of Lossiemouth's Amiga will be jumping for joy when Paul reads where he has to go next.

A "So you're stuck in the Crughon prison, are you? And you've used the key to open the air duct? Well, next you need to use the glass vial (from the glass case in the passage in the monastery), on the duct, followed by the newspaper. Be quick with the last one, though, or you'll gas yourself (along with everyone else on the ship!)."
Stephen Lindsay, Aberdeen

EYE OF THE BEHOLDER 2

Q Rhys O'Cain knew, from previous Last Resort experience, that the third horn was in a niche near the stairs leading to level 5, but was having troubles actually laying his hands on it.

A "Go down the stairs and on the first square next to the stairs turn and face the wall to the right; a very small square should protrude towards you. And if you click on it, the niche and the third horn will be revealed."
Ramy Wurgaft, Herts

SPACE QUEST IV

Q Patrick Gratt of Malta got shot every time he went down the stairs. Why? he'd like to know.

A "Visit the small robot on the planet with the huge robot behind the store, and kill the small robot inside. Take his invisibility belt but refrain from its usage until you reach the stairs; this way you should have just enough energy to get you past the guards. Once inside you will need to swipe the overalls from the closet, burn all the trash in the office area, steal an ID card and use the colour photocopier. I'm deliberately not being too specific here so as not to deny you the joy of figuring it out yourself. Save frequently – once inside you'll be ripping your hair out with frustration."
Joseph Kroopa, Arizona, USA

BAT 2

Q Back in issue 31 Robert Penn of High Wycombe was stuck. Basically.

A "After finding the dead body, wait outside for two dudes to attack you. Fight them and win, then search them and hey! 25 deeds are yours."
Darren Murphy, Little Multon

DALEK ATTACK

Q An anonymous reader requested some codes or a cheat. We gave him (or her) (although I'm willing to bet it's a he) the cheat last issue, but in case that wasn't up to scratch, and our reader's a particularly finnicky type, here are the codes.

A "DAY OF RECKONING for Paris.
THE SLYTHER for New York.
TRICOLOUR COFFEE SHOP for Tokyo.
D5 GAMMA Z ALPHA for Skaro."
Nicholas Mooney, Kent

ARABIAN KNIGHTS

Q I was rather surprised when I received a letter from Catherine Jones of Tyldesley two months ago explaining how although she could get all the way through level one in some computer game called ARABIAN KNIGHTS, she couldn't find the key for the last door. Then I remembered that I host an Amiga game-snag problem page, and suddenly it didn't seem so weird after all.

A "You need to use the lock pins that the prisoner hands over when you free him. If you don't know how to free him, pay the snake charmer for his snake and then in turn use this to wind him down."
Nikki Russell, Dudley

A "Also: Type in SIMEON on the title screen to activate TAB as a level-skipper or keep the left Amiga button pressed for invincibility."
Paul Rossiter, Bristol

Q Talking CANNON FODDER here, for a minute. Cam mentioned in part two of his play guide that the method he employed to complete Mish 12.6 seemed awfully hard. However, knowing what a bunch of philanthropists the readers of the Last Resort are, I was sure someone else would come up with a better way. And indeed they have.

A "I have actually managed to complete this level without using the chopper or pressure pads, and with only one man. Using the diagrams you gave as reference, start as you did, head east to bunker 1 and destroy the gun on top. Now go Southeast to 2 and destroy the enemy chopper before it takes off. Head anticlockwise taking out the enemy guns, run to your own gun on top of the factory and take out the factory door. It's that easy! Make sure that the man you send has all the rockets, though, and you should be through it before you can say "Tankie, tankie".
David Ashby, Kent

A "And another thing. On mission 12.4 I have noticed two snowmen in the top right hand corner, a thin and a fat one, and if you walk up to and stand next to the fat one, you become invincible for the remains of the phase. Cam didn't mention that, either."
Andrew Marsden, Cheshire

INNOCENT UNTIL CAUGHT

Q "I have obtained the bag full of half-credit coins and given the can of newt bru to the tramp, but otherwise I am failing. My inventory reads: tax bill, passport, bag of half-credit coins, newspaper, length of hosepipe, oil can, jar, cane, bottle of purfume, bubble gum wrapper and an egg. I presume I have to find some coins to pay for a drink so please could you tell me how to do this."
Alex Weir, Kent

A The guy at the bar who mentions his camera has (if you look very closely – it really is tiddly) a ticket in his back pocket. Once nicked, this will allow you to claim the camera from the pawnbrokers. Re-charge it from the socket by the burger van and use on the tramp. You will now be able to help yourself to the change in his hat, and buy yourself that drink.

FRONTIER

Q Did you know that it is possible to achieve Elite status in around five minutes? Tool up a ship with a Mining Laser and around 40 tonnes of fuel, head for Mars Height (which is orbiting the planet) in the Sol system, re-fuel, launch and head directly for Phobos. Halt on manual once in firing range and you should notice that what looks like an asteroid is staring you straight in the face – so don't waste any time in firing your Mining Laser and immediately speeding up time to maximum. Within a few seconds to you receive a message, 'Right on, Commander', which is your cue to continue (until you reach Elite) before returning to Mars to finish the job."
Terence Ferguson, Swindon

A Actually, I didn't.

MORTAL KOMBAT

Q "Are there any cheats?"
Mark Coles, Oxford

A What, apart from all those we printed in issue 36? Try typing the alphabet up to U four times on the option screen.

SUPERFROG

Q "Codes?"
Samuel McConnell, Co. Down

A 234644, 447464, 747822, 392822, 446364, 984448, 477444, 343522, 882311, 992334, 091332, 467464, 818234, 182394, 298383, 452234, 984841, 383772, 093152, 387211, 981122, 017632, 398112.

DESERT STRIKE

Q "Cheat?"
Anastasia Gibson, Lancashire

A BQQQAEZ.

CHAOS ENGINE

Q "Co..?"

A HHGGFFDDCCB, JJHHGGFFDDCC

PREMIERE

Q "C...?"
Jonathan Hopper, Malborough

A Sparkplugs.

THE LAST RESORT, AMIGA POWER,

30 Monmouth Street,
Bath BA1 2BW.

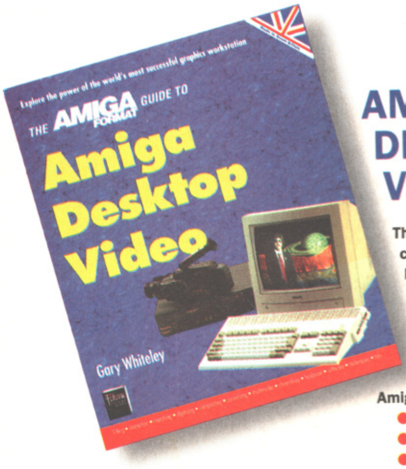
What that? It's the address which you should send all your questions (marked 'questions') and answers (marked 'anwsers') to, stupid. Look forward to seeing you next month.

SETTLERS

Q "And did you ever realise that it is possible to steal materials and people from enemy settlements? When your border is running parallel to a road of the enemy, you will find that you are able to run a road parallel on your side. Then place a flag on your side, double click on the flag and you will be able to connect this to the enemy road system. The opposition will bring you raw material and will also send over the miners and so forth when they are required. They will even fill up your guard houses although the knights will still be against you in a battle."
Stephen Rogers, Bath

A Again, I don't know how you do it, but I had no idea.

GET THE BEST INFOM
AND ADVICE MONEY CA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THE AMIGA FORMAT GUIDE TO
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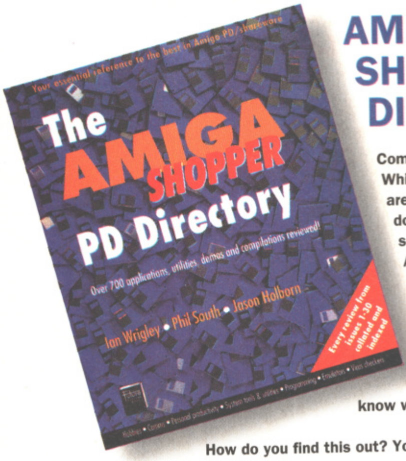
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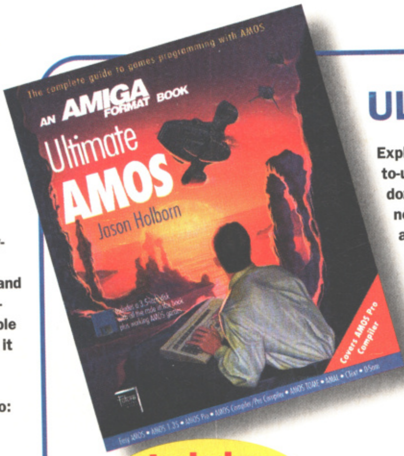
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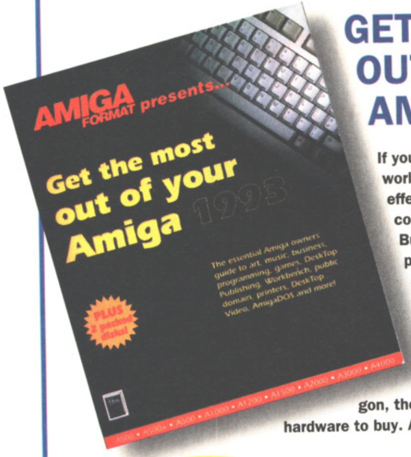
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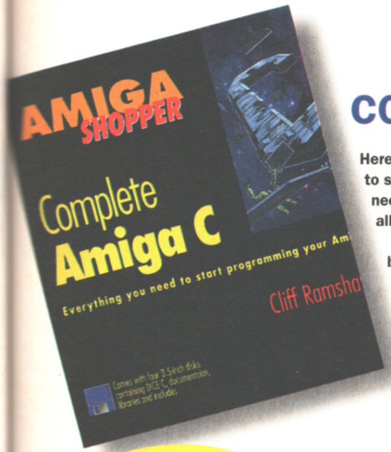
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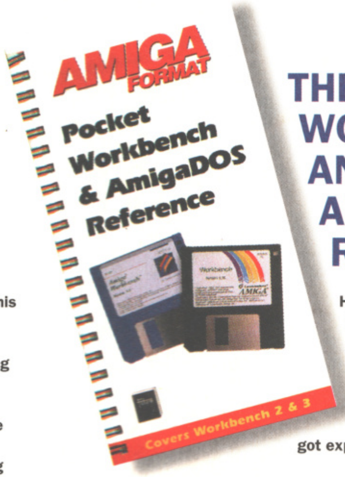

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STARTING THIS MONTH!

THE MAKING OF SENSIBLE GOLF

Okay, so golf's got its strong points. It gets you out into the fresh air. It gives you the opportunity to meet people (even if they're generally aged 50+ and dressed rather oddly). You can ride around in those electric car things. And it's been responsible for some cracking games – like *PGA Tour*, *MicroProse Golf* and *Links* – that always turn out to be miles more fun than you were expecting, even if, for example, you detest golf with every fibre of your being.

But all the Amiga's existing golf games plump for a 3D view of the scenery, often taking a horribly long time to update. Sensible Software, on the other hand, specialise in overhead-view games – things like *Cannon Fodder* and *Sensible Soccer*. An irreconcilable inconsistency? Not at all. As you'll be able to see from the pictures Sensible have mocked up for us, golf lends itself rather neatly to a bird's-eye perspective, making you wonder whether every other software company ever has been barking up the wrong tree.

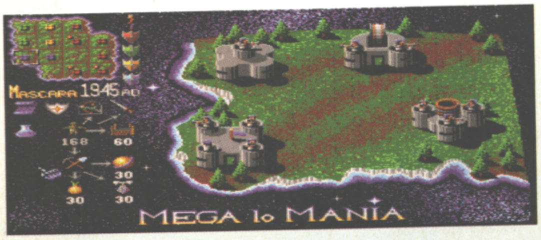
So it's going to be just *Cannon Fodder* without the guns, then? Not at all. Sensible are bravely incorporating zoomed-in views of the action which can be invoked during tricky precision operations like 'putting'. And there'll be zillions of frames of animation detailing everything down to the golfers taking clubs out of their giant rucksacks.

But anyway, all this will become clearer as our brand new Diary of a Game unfolds over the coming months. We're teeing the series off (chortle) this month with an introduction from Pete, *Sensible Golf*'s producer at Virgin (Virgin will be publishing the game). And then we'll be getting a different member of Sensible to write the Diary each month, so as well as being kept up to date with how the game's getting along, you should be able to get a pretty good idea of what these software developer types get up to.

Golf. Honestly, it's a terrible sport. Yet Sensible Software are adamant that their adpatation of it will be the best game out this year. And, y'know, we're inclined to believe them. So much so, in fact, that from now until the game's release in the autumn, we'll be following its progress from drawing board to disk duplicating plant.

SENSIBLE SOFTOGRAPHY

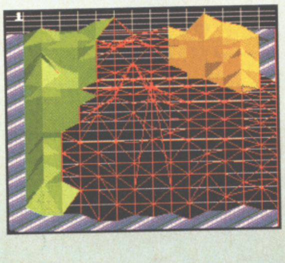
What heroes, eh? Sensible Software, we mean. Just check out this catalogue of top smash hit titles. (We're half inclined to go and work for them ourselves...)



MEGA-LO-MANIA

(AP5 90%)

One of the most accessible, and best, God-sims ever created. Truly a gaming great. *Mega-lo-Mania 2* (right) was never finished, but would almost certainly have been great.



CANNON FODDER

(AP32 94%)

The ultimate real-life substitiute, and just like having a real war inside your Amiga. Completely great.

WIZKID

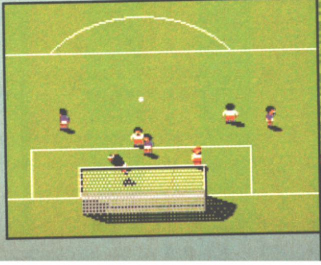
(AP15 91%)

A beguiling blend of puzzling, shooting and generally admiring how great it is.

SENSIBLE SOCCER

(AP15 93%, v1.1 AP21 94%)

Officially the best Amiga game ever. Mere words can only hint at its greatness.



DIARY OF A GAME

SENSIBLE GOLF

BY SENSIBLE SOFTWARE
PART 1 – APRIL 1994

Greetings, Amiga owners. My name's Pete, and I'd like to welcome you all to Part 1 of a diary that'll follow the creation of Sensible Software's brand new sports game, *Sensible Golf*.

You've probably become quite familiar with Sensible from the *Cannon Fodder* diary that appeared in AMIGA POWER last year. So this time round we've decided to do things a little differently. Every month the diary will be presented by one of the team involved in producing the game, and as well as keeping you up to date with the game's progress they'll be giving you an insight into just what their particular job involves.

Here's who you can look forward to meeting over the months to come:

JULIAN JAMESON
The Programmer

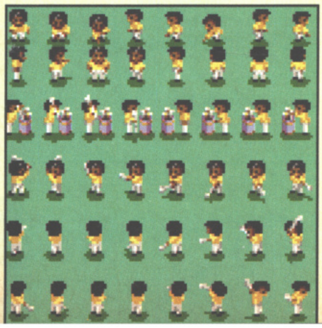
What a guy. He's just bought a Porsche you know. Anyway Jools (as he like to be known) smokes too much, drinks too much, comes from Newcastle and likes to work in the most disgusting office in the Sensible building (which he shares with wild-haired artist John Lilly). On the down side, he works far too hard and doesn't get paid enough. (Happy now, Jools?) Julian's impressive programming résumé includes *Mega-lo-Mania* (Mega Drive) and *Cannon Fodder* (Amiga).

STOO CAMBRIDGE
The Artist

A well-known Elvis lookalike, Stoo is almost the exact opposite of Jools. Stoo doesn't drink, doesn't smoke, buys Ford cars and comes from Essex. (And I hear he's partial to white stillettos. Personally I don't care what he wears as long as he does all the graphics.) Stoo shares his office with *Sensi-Soccer* programmer Chris Chapman and new team member Chris Denman. It's full of green plants to increase the oxygen level and has a great view out onto the office forecourt. Stoo's other projects include include *Mega-lo-Mania*, *Cannon Fodder* and a new Amiga Soccer game which I won't mention 'cos it isn't being published by Virgin.

JON HARE
The Designer

What can I say about Jon? Golfing freak and industry veteran, with a track record of products like *Wizball*, *MicroProse Soccer*, *Wizkid*, *Mega-lo-Mania*, *Sensible Soccer* and, of course, *Cannon Fodder*, Jon's ultimate ambition is to cut a single and get it into the Gallup Top 10. Oh yeah – he also desparately needs a haircut.



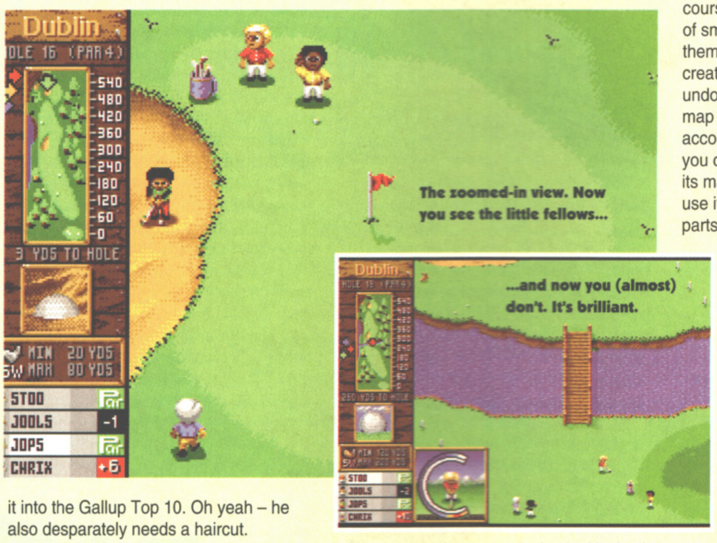
Just a barely-perceptible fraction of the frames of animation available.

MARTYN LUNN
The Project Manager

Martyn has the unenviable task of pushing the rest of the team around and making sure they do their work. (Unfortunately he's also first in line for the flak from me when things go wrong). Having spent quite a while in the US, Martyn has picked up a smooth transatlantic accent. OK, dude?

PETE THE PRODUCER
The Producer

That's me! I have the ultimate responsibility for putting together and co-ordinating all of the elements that lead to the completed game. That's a pretty vague description of what I do but I'll give a better description at the end of the project when I get another chance to put pen to paper.



The zoomed-in view. Now you see the little fellows...

...and now you (almost) don't. It's brilliant.

OK, down to the game. As I write it's April, and the project has been running for a couple of months. The game is being designed to appeal to much the same audience as *Sensible Soccer*, with small but detailed sprites and an overhead view.

There'll be four courses, each made up of 18 holes. And, in order to out-do all the golf games out there at the moment, we've decided that, rather than just being able to play a single round or small tournament, you'll be able to travel around the world competing in an entire season. Because we only have four basic courses to work from, Jools will take those 72 holes and shuffle them around to create the rest of the gaming world. This probably makes *Golf* the biggest game Sensible have ever done. (Boy, is this gonna need some play-testing!)

One of the nicest touches in the game will be a zoom mode. Yes! Big sprites and scaled backdrops will feature prominently on the greens, giving you a much better view of the action, so you'll have no excuse for not knocking those balls in.

So far, Julian has been working on a map editor which will let us take Stoo's course graphics – which are all made up of small, 8 by 16 pixel blocks – and piece them together like a jigsaw puzzle to create the golf courses that you will undoubtedly come to know and love. This map editor is a pretty large accomplishment in itself – not only can you create 'maps' with it (which, after all, is its main function in life) but you can also use it to lay down sprites and test small parts of the game.

Other parts of the map editor let you change the physical makeup of the map blocks. For example, in *Cannon Fodder* we had trees, two different depths of water, ice, hills, huts etc. Each of the graphic blocks which made up these things was assigned a status that actually told the program what to do if you moved your team into/over/onto it. In *Golf*, Jools has allowed much more detail, so, for example, we can have up to eight different types of water, each with a different depth – so you could hit the ball into shallows and the game will still let you take the next shot (you just get your feet wet!).

Stoo has been busy doing lots of the player graphics. Scattered around this page somewhere should be screenshots of some of the mini golfers and also some of the zoomed-in versions, which should give you an idea of the detail Sensible are going into. Graphics only get a brief mention in this month's diary, but their importance to the game should not be underestimated.

Music, sound effects and speech samples will be handled by the inimitable Richard Joseph. He's got some good ideas, but the game's only at an early stage. We'll get some more details for you next month.

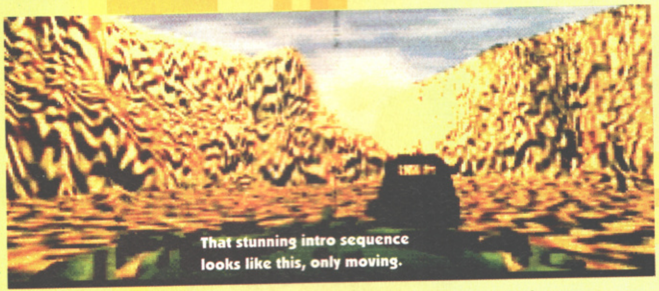
I'll leave with a piece of good news for all you hard drive owners: the game will be hard drive installable!

Pete the Producer,
Virgin Interactive Software

Thokka, thokka, thokka – heads up, here comes Charlie.

GUNSHIP 2000

CD32 VERSION


That stunning intro sequence looks like this, only moving.

Game: Gunship 2000
Runs on: CD32
Publisher: MicroProse
Authors: Darrell Dennies, James Day and Detmar Peterke
Price: £29.99
Release: Out Now

"Uh, looks extremely dull to me," commented Stuart as he paused to watch the game before slinking off to one of his numerous dental appointments, and he was in a certain sense, completely right. *Gunship 2000* can look dull, especially compared to cutesie platform games, tedious shoot-'em-ups and other so-called 'entertainment.' That's because the writers have taken their time to build in playability and realism rather than working on amusing sprites that tap their toes and wave at you. Also vector graphics always look dull when static, because they're made to be seen in motion.

What doesn't look at all dull in this CD32 version of the Amiga game (AP28, 85%) is the incredible intro sequence, featuring a team of three attack helicopters and skip-loads of flashy rendered graphics, and displayed in a small portion of its glory here. However, a flashy intro doesn't make a jot of difference to a game (look at *Microcosm*), so I'll say a quick thanks to MicroProse while at the same time adding nothing to the end mark.

We're in familiar flight sim territory here, even down to the tried and tested method of giving you a primary and secondary mission to complete. Randomly placing the attack sites on the terrain makes full use of the gorgeously crafted landscapes and also stops you getting bored of endlessly flying the same missions. Unlike many flight sims, the ground goes down into valleys as well as up into hills, which lets you contour fly your way to a target and thus avoid ground fire.

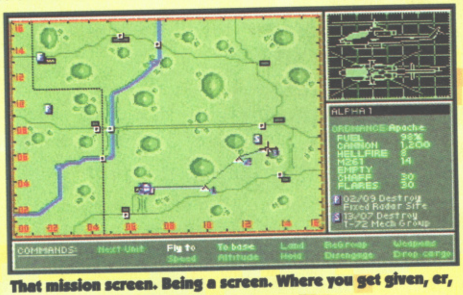
It all runs incredibly fast, so much so that the option to reduce detail levels seems a tad superfluous. Ground details and exterior views of your chopper are brilliant, and once the missiles and cannon fire start flying, it all looks rather fab and groovy. There's a campaign structure to the game, with your pilot details being stored on the none-volatile internal memory, and if you compare this to flight sims on other consoles, you can see straight off that it completely stuffs the opposition.

Compare it to the standard Amiga version though, and it's got both plus and minus points. The main reason I marked the original down was that tedious disk swapping really hacked into my enjoyment of the game, but obviously that isn't a problem any more, so hoorah for that. The sound's noticably beefed up, with only mildly annoying music and a co-pilot voice that warns you of all incoming fire and nearby targets. This version also runs faster, and even when you use the 'accelerate time' option to get into action, the effect's more of flowing rather than jumping ahead. Finally, the controller's used to maximum effect, but after a couple of hours I found myself wishing someone would bring out a bigger, comfier one soon. The top buttons cycle through the cockpit displays and change way-points whereas the other buttons give you weapon choice, target choice, auto-hover and a fire button at your finger-tips. At last – a CD32 game that makes use of all those buttons!

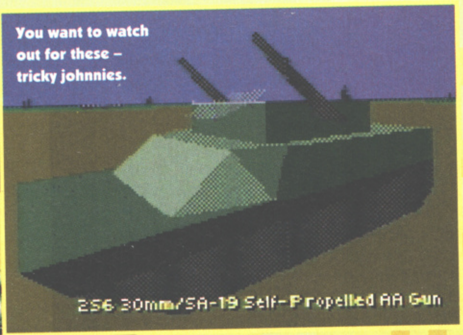
"Contour fly your way to a target"

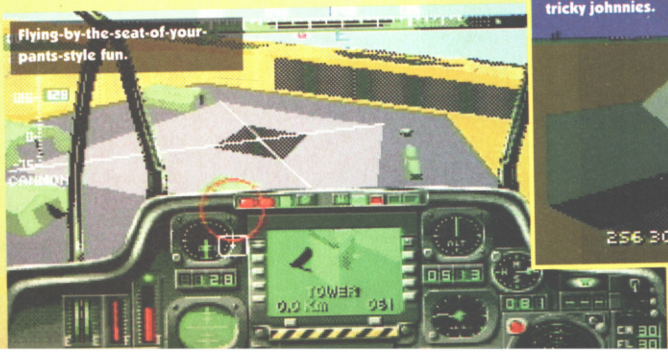
The down side is that there still aren't enough keys for all the options. Accessing the map screen's simple enough – you just press pause twice, but the menu options reduce the usablity of the exterior views to nil. In the Amiga version, it took only took a single key stroke to get a external view or hitch a ride on an outgoing missile. In this version, you've got to fire a missile, then pause the game, go down a menu to 'view', select 'missile' then exit to return to the game, which is so faffy and intrusive it sort of spoils the effect. Shame, that.

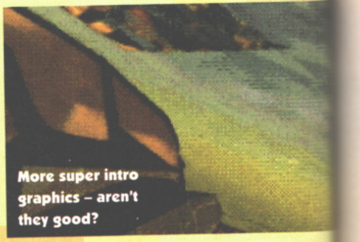
● *CAM WINSTANLEY*


ALPHA 1
ORDNANCE Apache
FUEL 98%
CANNON 1,200
HELLFIRE 8
M261 14
EMPTY
CHAFF 30
FLARES 30
02/09 Destroy Fixed Radar Site
13/07 Destroy T-72 Mech Group

That mission screen. Being a screen. Where you get given, er, missions. And that sort of thing. Generally. Yes.


You want to watch out for these – tricky johnnies.


Flying-by-the-seat-of-your-pants-style fun.


More super intro graphics – aren't they good?

A1200

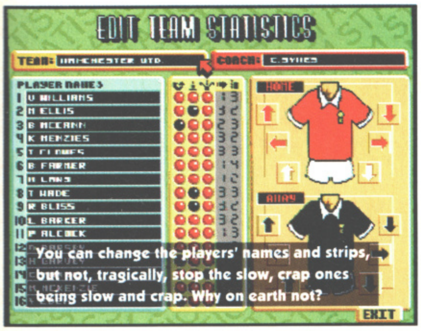
UPPERS Options for everything from theatres of conflict to weapon loads and helicopters. It's fast, it's smooth, and the graphics are awesome. Great sound, loads and loads of missions and game life judged in years rather than months.

DOWNERS You effectively lose the external views, which is sad but not worth crying about.

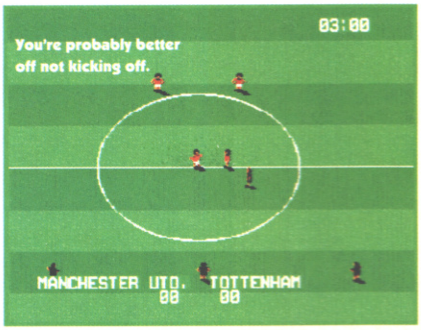
THE BOTTOM LINE

After *Knights Of The Sky*, this is my second fave flight sim. You can admire the views in hover mode and the action's densely packed and close quarters, so you usually see what you're shooting at. A fairly essential buy for your CD32, I'd say.

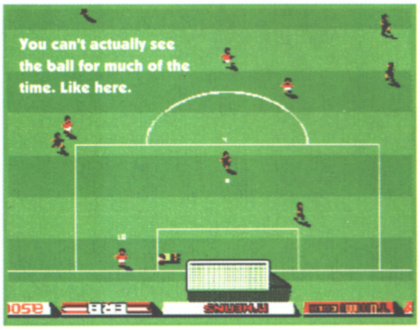
91 PERCENT



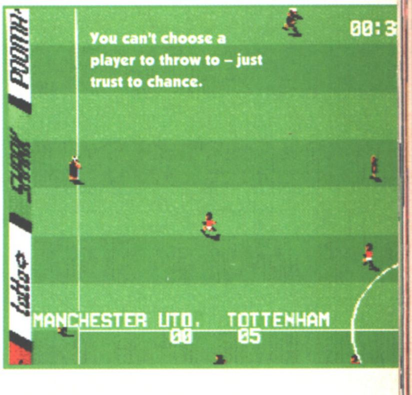
You can change the players' names and strips, but not, tragically, stop the slow, crap ones being slow and crap. Why on earth not?



You're probably better off not kicking off.


You can't actually see the ball for much of the time. Like here.

INTERNATIONAL SOCCER



You can't choose a player to throw to – just trust to chance.

Can it really be *Sensible Soccer* for under a tenner? Er...

Game: International Soccer
Runs on: A500, A600, A1200
Publisher: Zeppelin
Authors: Dave Sowerby, Kevin Shaw, David Taylor, Stephen Dietz, Andy Rodger
Price: £9.99
Release: Out now

Do you remember that bit in Top Secret, where Nick's in the yard of an East German prison, about to be executed by firing squad for being a corruptive Western influence? The film cuts to the military headquarters, where a general is ordered to give Nick a last-minute reprieve so he can perform in his concert. The general picks up the phone and dials the prison, and the film cuts back to a close-up of the phone ringing in the prison yard. The camera pans out and, as the firing squad raise their rifles and take aim, we see a little old lady with a zimmer frame inching towards the phone, with several hundred yards to go. Well, at times, *International Soccer* seems a little bit like that.

Whichever team you choose to play, it's made up of fast players, medium-speed players and slow players. The fast players – usually about two per side – race about the pitch at about the same speed as *Sensible* players. Meanwhile, the medium speed players – again, you usually get a couple of these – struggle to keep up. And the slow players – the rest of the team – honestly might as well not be there. You'll frequently find yourself in situations where the fast and medium players are over on the other side of the pitch, and the ball's sitting unattended on the grass, with half a dozen slow players converging on it almost imperceptibly, like snails around a lettuce leaf. Who's going to make it first, you wonder, putting down the joystick and folding your arms resignedly.

> **"Like snails around a lettuce leaf"**

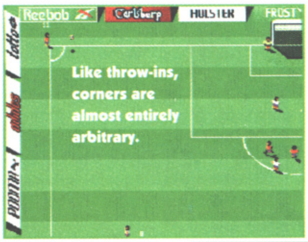
Although *International Soccer* styles itself as a *Sensible*-syle passing game, and has a semi-sticky ball accordingly, there isn't actually any sort of passing function. Of course, you can always kick the ball in the general direction of another player, and hope the game twigs and gives you control of him, but there's no guaranteeing he won't turn out to be a slow player, in which case you'll have wasted your time. If a fast player's got possession, you're much better off just sticking with him, and getting him to leg it towards the goal, hoping he doesn't randomly let go of the ball on the way. If he does get tackled, the chances are it'll be by one of the computer's slow players, who'll simply kick the ball a short distance away and leave you to retrieve it – a minor inconvenience.

The lack of passing obviously makes kicking off a little tricky. Try to tap the ball to the player to your right and it'll overshoot by miles, allowing a computer player to swoop in and steal it. Instead, the best approach seems to be to kick it to the left, chase after it, catch up with it and then dribble it up towards the goal. The computer, wrestling with the same system, prefers to boot the ball straight up the field and hope for the best.

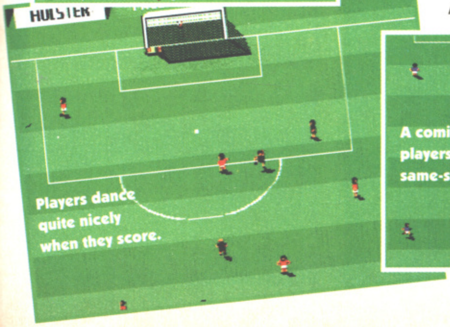
Headers? As the manual points out, "Pressing Fire when the ball is moving over a player's head will result in a header, providing that the player has that characteristic from the Team Set Up screen." (The same seems to go for overhead kicks, being able to kick the ball hard enough to get it past the keeper, having any sort of ability to dribble, or, indeed, possessing any sort of football-playing skills at all.)

Anyway, you get the idea. Neat, *Sensible*-style graphics. An on-screen ref *and* linesmen. A nice front-end with all the options you'd expect, including loads of teams and the facilities to create your own. But otherwise an absolute mess.

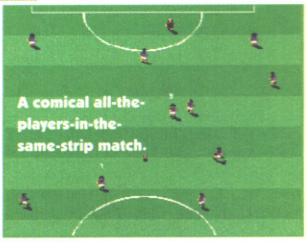
● ***JONATHAN DAVIES***



Like throw-ins, corners are almost entirely arbitrary.



Players dance quite nicely when they score.


A comical all-the-players-in-the-same-strip match.

UPPERS It *looks* like *Sensible Soccer*, and it's got most of *Sensible Soccer*'s options. Which in itself can't be bad for a tenner. But...

DOWNERS Phew... Well, the top three are 1) the fact that most of the players are incapable of playing football, 2) the absence of any form of passing, and 3) the spectacularly poor fight the computer teams put up.

THE BOTTOM LINE

We were terribly disappointed. At the price, even half as good as *Sensible* would have been good enough. But, alas, no. Comedy value only.

23 PERCENT

STABLE MASTERS 2

'Got a headache?' 'No, I'm just a little horse.' 'Er, hang on.'

Game: Stable Masters 2
Runs on: A500, A600, A1200
Publisher: ESP Software
Authors: Mark Loveday, Nick Stephens
Price: £24.95
Release: Out now

10
9
8
7
6
5
4
3
2
1

Oh no! Somebody's put a load of doors in the way! They'll all be killed!

Hurrah, it's *Football Manager* for gee gee fanciers. So you can bet your bottom dollar on a Yankee jackpot treble accumulator that AP's going to put the boot in and give it a low mark. The only thing is, you'd be wrong and you'd lose your stake. So tear up that crumpled betting slip now and prepare to find out why this game isn't the total outsider the AP tipsters thought it might be. We're under starter's orders now, so let's put the game under the microscope in a tortuous eight furlong review.

First furlong: There's no denying that a program like this is a specialised taste. Who's going to be interested in watching a bunch of dwarves dressed in brightly coloured polka dot clothing beating the living daylights out of some of the most beautiful creatures ever to grace the earth? Not many, I'll wager.

> "A strangely exasperating numerical dyslexia"

NEIGH

Second furlong: While there's plenty of horsey-tipster-bookie-jockey-trainer candle stick maker detail here to keep betting punters happy, it's laid out clearly enough to engage anyone with a slightly more casual interest in the sport. Admittedly, while many of the information screens induce a strangely exasperating numerical dyslexia among unconverted trainers (take a look at some of the screenshots to see what I mean) *(Nope, still no idea. – Ed)* things do get clearer.

Third furlong: The longer you play the game, the more sense things like 'form', 'jockey feedback' and 'horse psychology' mean to you. Eventually, this understanding leads to better results on and off the race course – assuming you apply your knowledge sensibly and logically, that is. And that, as someone somewhere once said, is that.

'SURE THING' DEZ

Fourth furlong: Because much of the information available can initially be treated as superfluous nonsense, the game is pretty much instantly accessible to play. You'd have to be a complete moron to lose your way. The manual is helpful and surprisingly legible. The navigation through the numerous screens is achieved via mouse clicks and space bar pounding. And each screen is clearly marked with a quick exit; you're unlikely to get stuck on an unfriendly screen.

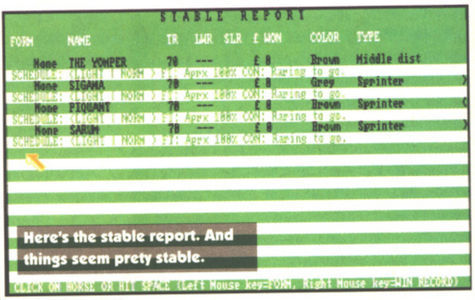
'STEAMING' MAC

Fifth furlong: There's not really much more to be said in the way of game mechanics that needs explaining, so that's the eight furlong sketch abandoned, then.

HAY

The main criticism to be aimed at this game belongs to the part of it which forms the very crux and driving force of horse racing and, dare I say it, horse racing games. The betting. Yup, despite the numerous complicated screens concerned with previous form, stable reports, jockey reports and all the other stuff, the betting is an incredibly simple affair. You can either put money down on an each way bet, or bet to win. And that's it. Sadly, it means that you can't try to rake money in on a Yankee or a treble or any of those other kind of accumulator bets that nobody but compulsive gamblers, rich swine, and sad losers like that ever understand. It might have been fun to try them out. But now I'll never know how they work. Shame that.

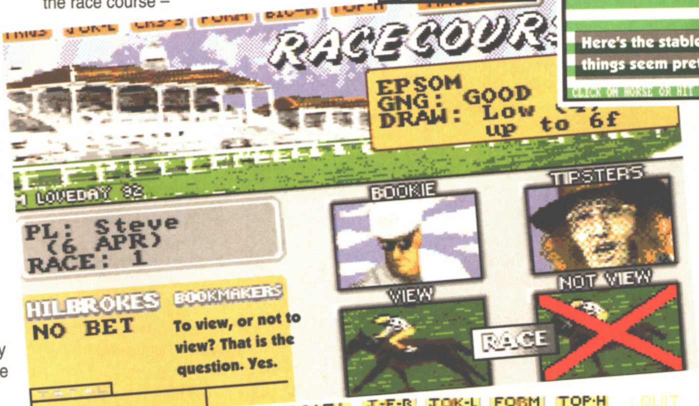
● *STEVE McGILL*



```
                         STABLE REPORT
FORM    NAME              TR   LWR  SLR  £ WON    COLOR  TYPE
   None THE YOMPER        70   ---       £ 0      Brown  Middle dist
SCHEDULE: (LIGHT | NORM ) FT: Aprx 100% CON: Raring to go.
   None SIGAMA            70   ---       £ 0      Grey   Sprinter
SCHEDULE: (LIGHT | NORM ) FT: Aprx 100% CON: Raring to go.
   None PIQUANT           70   ---       £ 0      Brown  Sprinter
SCHEDULE: (LIGHT | NORM ) FT: Aprx 100% CON: Raring to go.
   None SARUM             70   ---       £ 0      Brown  Sprinter
SCHEDULE: (LIGHT | NORM ) FT: Aprx 100% CON: Raring to go.

CLICK ON HORSE OR HIT SPACE (Left Mouse key=FORM, Right Mouse key=WIN RECORD)
```

Here's the stable report. And things seem prety stable.

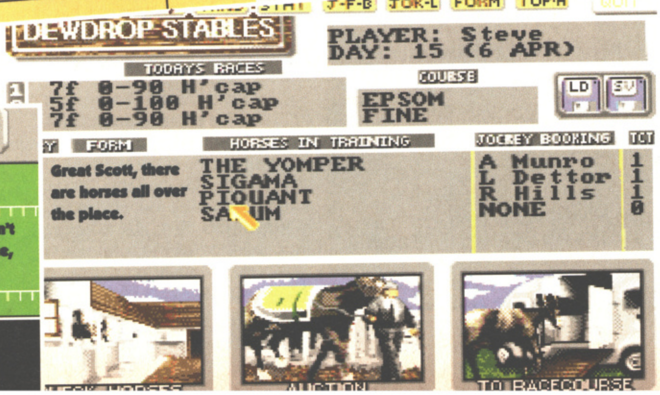


EPSOM
GNG: GOOD
DRAW: Low up to 6f

PL: Steve
(6 APR)
RACE: 1

NO BET

To view, or not to view? That is the question. Yes.



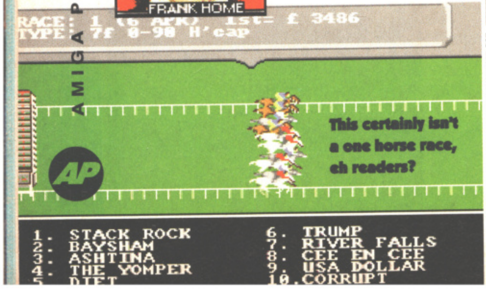
PLAYER: Steve
DAY: 15 (6 APR)

TODAYS RACES
1 7f 0-90 H'cap
5f 0-100 H'cap
7f 0-90 H'cap

COURSE
EPSOM
FINE

HORSES IN TRAINING	JOCKEY BOOKING	TOT
THE YOMPER	A Munro	1
SIGAMA	L Dettor	1
PIQUANT	R Hills	1
SA UM	NONE	0

Great Scott, there are horses all over the place.



```
RACE: 1 (6 APR) 1st= £ 3486
TYPE: 7f 0-90 H'cap

1. STACK ROCK       6. TRUMP
2. BAYSHAM          7. RIVER FALLS
3. ASHTINA          8. CEE EN CEE
4. THE YOMPER       9. USA DOLLAR
5. DIET            10. CORRUPT
```

This certainly isn't a one horse race, eh readers?

UPPERS Not as tedious as it could have been. Mildly entertaining, almost. Easy to use. Legible, well laid-out manual.

DOWNERS For a game surrounded with heaps and heaps of stats and information, the betting itself is disappointingly simple.

THE BOTTOM LINE

You'll probably not give this game a second look, but in case you do, you can get hold of ESP Software on 0702 600557.

58 PERCENT

THE BOTTOM LINE

A1200 *Stable Masters 2* looks even more like an old Spectrum game on the 1200. But only by way of contrast. It is, in fact, completely identical.

TORNADO

A MiG 29, your deadly opponent. Not bad graphics, eh? That A1200 sure is a nifty piece of kit.

Game: Tornado
Runs on: A1200 with hard drive only
Publisher: Digital Integration
Authors: In-house
Price: £39.99 (or £9.99 to upgrade)
Release: Out now

If you followed our advice in AP35, the chances are you won't have bought *Tornado* unless you've got an A1200. (It's just too slow on a 500.) And, that being the case, you've now got the option of sending your disks back to Digital Integration with a cheque for £9.99 and trading them in for an enhanced A1200-specific version. Or, of course, forking out £39.99 for the new version of the game if you haven't already bought the original. Either way, is it worth it?

Let's go through those improvements one by one, eh?

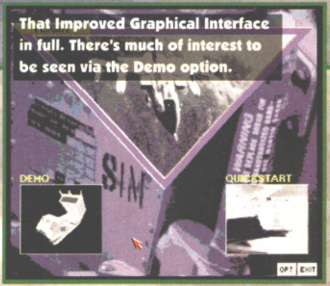
- **256 Colours** I'm sceptical, frankly. Maybe if you count all the ones in the graduated horizon (see below) there are. Or perhaps include the Improved Graphical Interface (again, see below). But in terms of actual things-that-you-look-at-on-the-ground, it's still the same five or so shades of green and occasional little speckly bits and squiggly lines as far as I can see.
- **Full Screen Visual** True enough – the visuals do indeed take up the full screen.
- **Graduated Horizon** There's a graduated horizon all right, if you care to switch it on.
- **Improved Graphical Interface** The digitised pictures of planes and things at the beginning of the game possibly look slightly nicer.
- **Improved Sound Effects** The sound effects have been improved. Warning sirens now penetrate to the very depths of your subconcious. And the engines go 'swoosh' a bit more convincingly. Maybe.

> "It's still the same five or so shades of green"

POO-POO

So, er, well. Yeah. It's exactly the same, basically, except with a few more of the little aesthetic touches you'd expect to see if you were running the game on an incredibly expensive PC.

It's a good game, though. As Chris Lloyd so astutely perceived in his review of the unenhanced version, *Tornado* is a very much a flight sim fan's flight sim – a classic case of 'if you like this sort of thing, then this is the sort of thing you'll like'. It's a ruthlessly accurate simulation of the RAF's frontline multi-role combat aircraft, and playing it is quite possibly more complicated than flying the real thing (if only because you're having to perform the functions of both the pilot and the navigator). Getting it off the ground is simple enough, but keeping it there for more than a few seconds will take hours of devoted practice. Pointedly, the manual is over 300 pages long, and the 'quick reference' card covers over 150 different keyboard and mouse functions.



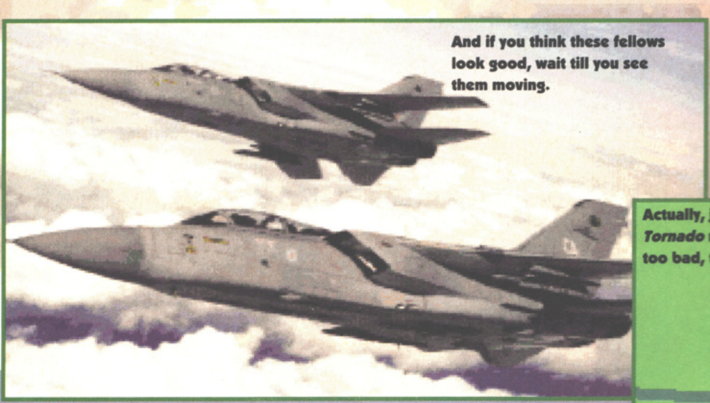
That Improved Graphical Interface in full. There's much of interest to be seen via the Demo option.

THE TATTOO

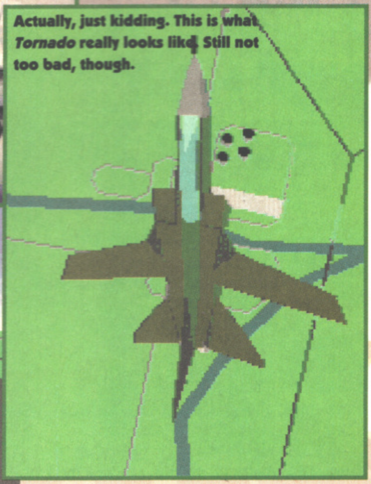
The original version of *Tornado* didn't exactly steam along, even on a 1200, and the new version is no different. The screen updates jerkily, making high-speed manoeuvres pretty hit-or-miss, and it's hardly a great advertisement for the power of the AGA chipset.

If you don't mind that too much, though, and can forsake instant gratification in favour of a long, slow learning process, *Tornado* is great. It's got loads of different types of planes, tanks, helicopters and trains to blow up, it's got a wide range of missions to fly, it's well-presented, it's authentic-feeling, and it's (largely) fun. I'm not giving the A1200 update any extra marks over the original, though, and whether you upgrade/pay the £5 it'll cost you over the normal version depends entirely on how much of a perfectionist you are.

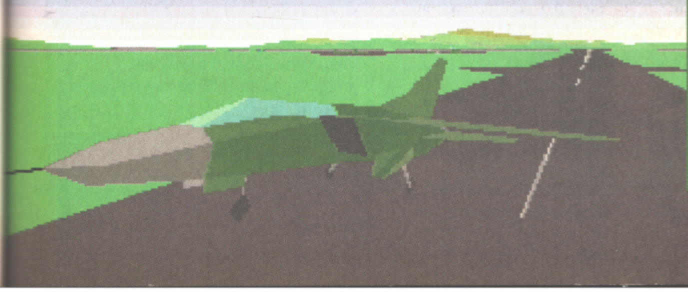
● *JONATHAN DAVIES*



And if you think these fellows look good, wait till you see them moving.



Actually, just kidding. This is what *Tornado* really looks like. Still not too bad, though.



The graduated horizon is actually quite a bit more graduated than this. Blame the AP screen grabber.

A1200

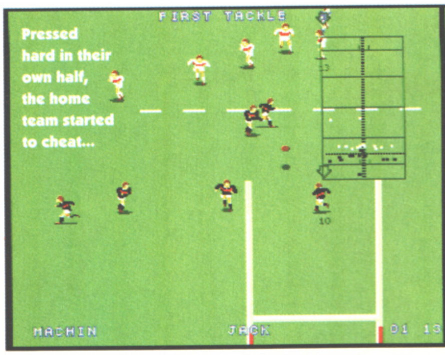
UPPERS Impeccably authentic, plenty to do, all the views and things a good flight sim should have, plenty of pilot-aids to help the beginner, and a wide variety of things to blow up.

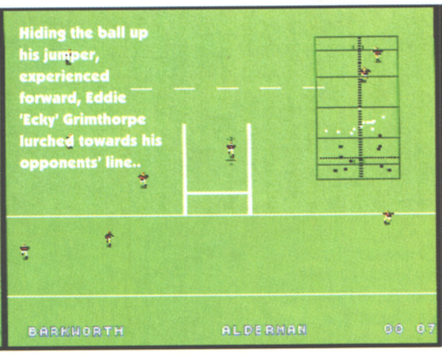
DOWNERS Slow screen updates, and a slight (but inescapable) feeling of boringness. No truly convincing advantages over the ordinary version (although it's hard to imagine what they might have been if there were any). And it'll only run on a machine with a hard drive.

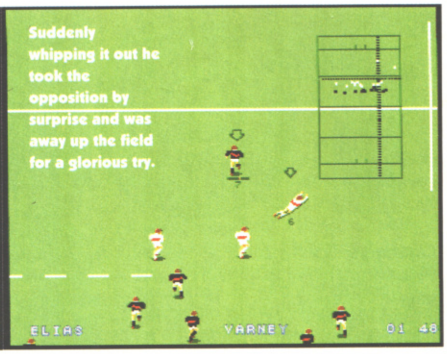
THE BOTTOM LINE

Still a splendid game. But the differences between this and the original version are minimal. Only YOU can decide whether it's worth spending the extra £9.99.

82 PERCENT


Pressed hard in their own half, the home team started to cheat...


Hiding the ball up his jumper, experienced forward, Eddie 'Ecky' Grimthorpe lurched towards his opponents' line..


Suddenly whipping it out he took the opposition by surprise and was away up the field for a glorious try.

WEMBLEY RUGBY LEAGUE

Up, under, over and through. Oh yes.

Game: Wembley Rugby League
Runs on: A500, A600, A1200
Publisher: Audiogenic
Authors: Denton Designs
Price: £19.99
Release: Out now

As far as I can tell, it's all about the letter 'W'. If your Rugby League team's name starts with 'W', they'll be great, any other letter and they'll be rubbish. Warrington, Workington, Wigan, Widnes, Wakefield – they all seem to be completely brilliant at Rugby League. On the other hand, randomly sample the alphabet for Halifax, Sheffield, Dewsbury, Leigh and Oldham – yep, totally crap. Still, er, at least they've nearly all got exactly the same kit design, eh? Hurrah for conformity.

Wembley Rugby League is an adaptation of Audiogenic's previous rugby game, *Five Nations Rugby* (86% in AP14). The only major difference is that the game is now not a simulation of Rugby Union, but of its professional little brother, Rugby League. Rugby League is a similar sport, but teams have only 13 players as opposed to Union's 15, and there are several extra rules, the most critical of which is the American Football-esque one which dictates that after the team in possession has been tackled six times, they must hand over the ball to their opponents. There's also a sin-bin, where players can be sent for set periods after committing particularly heinous fouls, and there are no line-outs. The sport is played predominantly in and by towns from the north of England, and is notable for being the only event of any kind in which Wigan has ever been a world force.

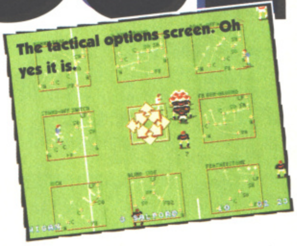
> "They must hand over the ball to their opponents"

So what's to know? If you're familiar with *Five Nations*, you've already played this, in every meaningful sense. If you liked that game, but longed to play Hull Kingston Rovers, Ryedale York or London Crusaders, then you'll need no further recommendation – rush out and buy *Wembley Rugby League* right now. If you're a *Five Nations* virgin, then be aware that this is comfortably the best Amiga rugby game available, with 3D *Striker*-style or overhead-view *Sensible Soccer*-style viewpoints to choose from, along with Goodyear-blimp versions of both views. If you're a complete novice who's just curious about rugby and fancies giving it a try on your Amiga, then try to get hold of a copy of *Five Nations* itself, because it's simpler, easier, and just generally more fulfilling than this slightly shoddier incarnation.

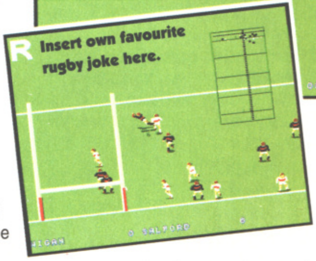
FILTHY

Shoddier? Well, yes (but only slightly). The manual's especially rude ('This manual does not attempt to explain the rules of rugby... if you are new to rugby you are advised to read a book on the game'), there are a couple of bugs (once, for example, after conceding a try, I was allowed to kick off while most of the opposing team were still in my half, then run on and pick up my own kick and run it over their line for a try of my own), and quite honestly, Salford vs Barrow in Manchester just doesn't have the same glamorous sense of occasion as Scotland vs France at Murrayfield. If you like Rugby League, my criticism is largely irrelevant – you'll go for this and revel in having the chance to 'be' Castleford at last. Anyone else should check out the superior original.

● *STUART CAMPBELL*


The tactical options screen. Oh yes it is.

Running away from the ball never helps anyone does it?


Insert own favourite rugby joke here.

UPPERS It is, as far as I can tell, an excellent simulation of the sport. But I'm no expert, frankly. Lots of options, including two-player co-operative games, realistic skills and customisable rules.

DOWNERS A couple of weird bugs, and a couple of weird things that look like bugs but in fact turned out to be just the bizarre rules of Rugby League. The action replay is inexplicably flickery.

THE BOTTOM LINE

Despite using more or less exactly the same game engine, this is nowhere near as much fun as *Five Nations Rugby*. Therefore I deduce that Rugby League is simply a crap sport. Send all letters of complaint to Jonathan Davies. For a joke.

62 PERCENT

THE BOTTOM LINE

A1200 Plays much faster than on the A500/600. A wee bit too fast, in fact, to the extent that it gets a bit ridiculous, and almost impossible to tell what's going on.

ARCADE POOL

You can't go shopping in it. And it's not full of water. Apart from that, though...

Game: Arcade Pool
Runs on: A500, A600, A1200
Publisher: Team 17
Authors: In-house
Price: £9.99
Release: Out now

Arcade Pool is bonkers. Not bonkers in a zany, lovable, that-*Arcade-Pool*-eh?-what-will-it-get-up-to-next? kind of a way. But ludicrously, irritatingly, frustratingly, what's-the-point?-ly bonkers. In fact, it's stupid.

But why? It's from top publisher Team 17. It's a version of a sport that's been knocking around in various computerised forms practically since electricity was invented. It's slick. It's polished. It places the emphasis firmly on getting stuck in and having fun ('Arcade', y'see). What's gone wrong?

It's the computer players, mainly – they're unfeasibly good. Very, very rarely do they simply fire the cue ball at another ball and knock it straight into a pocket, even if there's a ball waiting right next to a pocket to be potted. More usually it'll go for an elaborate trick shot, involving the cue ball rebounding off two or three other balls before it hits the target ball, and then the target ball possibly colliding several more times with balls and cushions before it slips neatly into a pocket that *you*'d never have dreamt of aiming for.

Once I recall the cue ball hitting one ball (which we'll call Ball A), and then going on to hit the ball to be potted (Ball B). Ball B rolled towards the pocket, but not quite at the right angle to go in. Fortuitously, however, Ball A had rebounded off the opposite cushion, and was heading back towards Ball B just as it was passing the pocket. They collided, and the resulting adjustment to Ball B's course was just enough to divert it into the pocket. Or how about the time when the cue ball bounced off the rounded part of the cushion next to the pocket at just the right angle to... no, no. It's too painful.

What's more, the computer never tries to play strategically. When it pots a ball, it doesn't seem to give any consideration to where the cue ball's going to end up, instead relying on its phenomenal playing ability to get it out of any tricky situations. It's virtually impossible to snooker and, conversely, never bothers trying to snooker you. And *(and)* it wildly applauds itself every time it pots a ball, which is hugely irritating.

Now, the computer seems to spend ages 'thinking' before it takes each shot. I'm only guessing here, but what seems to be going on is that, rather than choosing a ball to pot each time, and then trying to calculate the appropriate angle and speed, it's simply mentally running through every possible permuation of shots – no matter how ridiculous – and noting the outcomes in its memory. It then picks the most successful and plays it as you look on in awe. That's the sort of thing computers can do and people can't, and it makes for a very artifical and dispiriting opponent.

Of course, you can always choose one of the crapper computer players to play against. Sleepy Hollow, for example, hasn't won a single game to date in the AP office. But all that happens then is that the computer deliberately, and quite obviously, messes up shots from time to time to give you a chance. When Sleepy does decide to pot a ball, he still uses an absurd trick shot like the others.

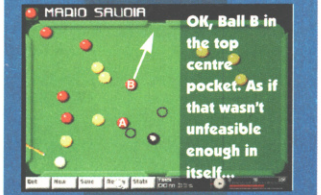
Why not play it in the Speed Pool mode, then, or against a friend, you could argue. I'd retort, predictably enough, that you could have much more fun doing either of those things in your local pub (except you might not be old enough, and your clothes would stink of cigarette smoke the next day).

Arcade Pool's only a tenner, of course, and, apart from this one flaw, is a thoroughly slick, polished game. (Oh, except the balls bounce around curiously freely, in contravention of all sorts of Newtonian laws. Maybe that's the 'Arcade' part.) But I, personally, would be loath to pay £10 to be ridiculed by my own computer. Especially when *Archer Maclean's Pool* is due out on budget only a little bit later in the year.

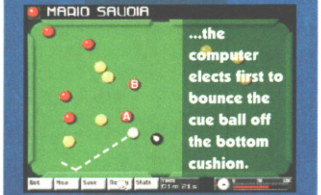
● ***JONATHAN DAVIES***

> "The sort of thing computers can do"

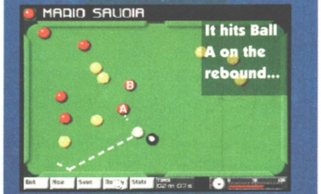
OUTRAGEOUS



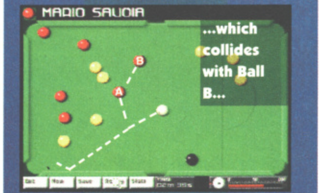
OK, Ball B in the top centre pocket. As if that wasn't unfeasible enough in itself...



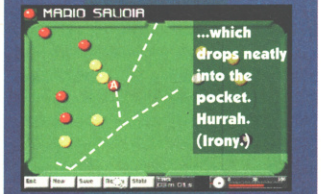
...the computer elects first to bounce the cue ball off the bottom cushion.



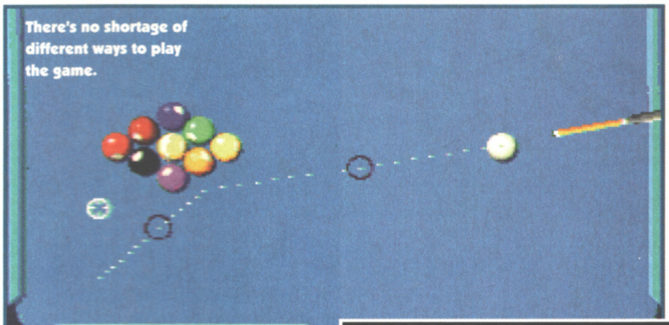
It hits Ball A on the rebound...

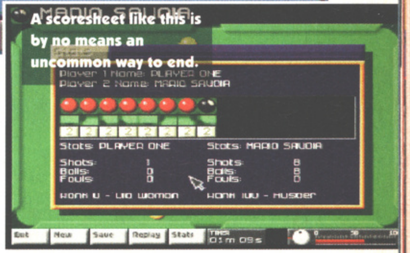


...which collides with Ball B...



...which drops neatly into the pocket. Hurrah. (Irony.)


There's no shortage of different ways to play the game.

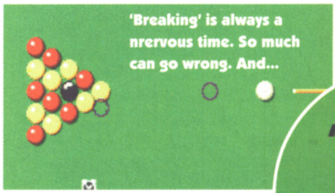


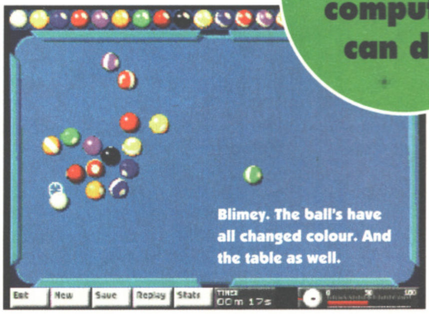
A scoresheet like this is by no means an uncommon way to end.

Player 1 Name: PLAYER ONE
Player 2 Name: MARIO SAVOIA

Stats: PLAYER ONE
Shots: 1
Balls: 0
Fouls: 0
RANK V - OLD WOMAN

Stats: MARIO SAVOIA
Shots: 8
Balls: 8
Fouls: 0
RANK IVV - HUSTLER


'Breaking' is always a nrervous time. So much can go wrong. And...



Blimey. The ball's have all changed colour. And the table as well.

UPPERS It is, as it claims, pool with an arcade angle. And in two-player or Speed Pool modes it's really good fun. Additionally, it's only £10. And – hey – there's a chance you might not find it annoying at all.

DOWNERS If you're anything like me, though (God forbid), you will. The computer players vary between being impossibly good and deliberately, patronisingly bad, and are no fun to play against at all.

THE BOTTOM LINE

The basic game engine's solid enough, though not as staggeringly slick as some are claiming. But the algorithms (or whatever) behind the computer players are utterly unconvincing. And the 'Arcade' tag is no excuse for that.

60 PERCENT

THE BOTTOM LINE

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Another example is *Disposable Hero CD32* from Gremlin (AP37 84%). In the original Amiga version, the programmers were so intent on making it realistic that you did what any normal person would do when confronted with impossible odds, ie died. However, for the CD32, they've lightened up a little, allowing you to battle against all the odds and STILL win through. (And if the aliens *really* wanted to kill you, they'd have built a huge brick wall for you to fly straight into, right?)

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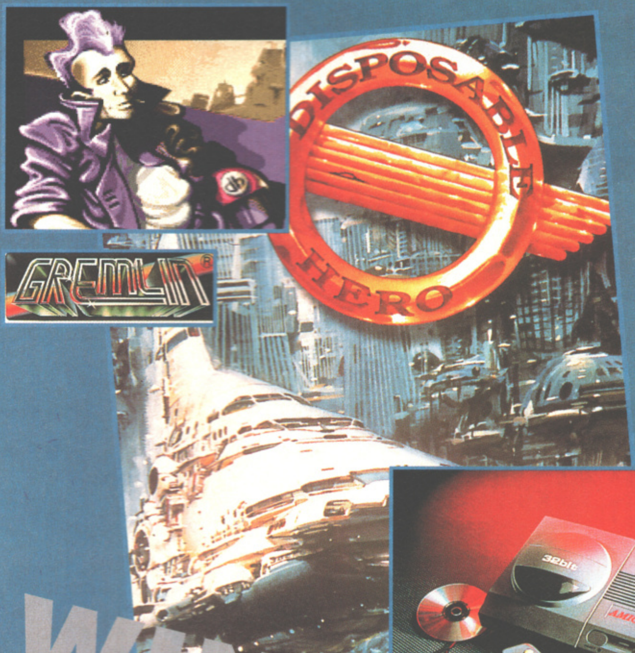
All you've got to do is draw a picture of this foul murder machine. Ideally it should involve tying the hero up and then suspending him over something painful (such as a lava pit or a swimming pool full of maggots), and having lots of heavy blocks, spinning blades or laser beams aimed at the heroes' nether regions. We're more bothered about the cleverness of it all rather than artistic merit, and will no doubt print the best few in a future issue. The address in in the Rules box. May the naughtiest mind win!



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THE DIABOLICAL RULES

1. Employees of Gremlin and Future, and genuine homocidal madmen, are forbidden from entering.
2. Any entries that reach us after June 30th will be suspended over a bottomless pit while ravenous rats gnaw through the blood-drenched rope.
3. You must be funny. You must be clever. You must work hard. Or you won't win.
4. The Editor's decision will be, in this instance, unduly harsh. Natch.
5. Send your entries to 'No Mr Bond, I expect you to die', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

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JULY 1991
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ISSUE 4
AUGUST 1991
JIMMY WHITE'S SNOOKER!

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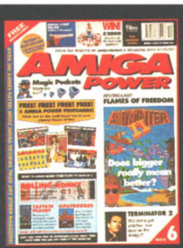
MEGA LO MANIA!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MARCH 1994
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APRIL 1994
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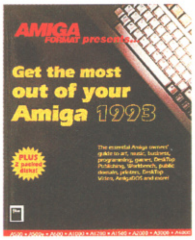
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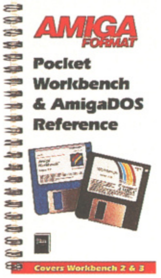
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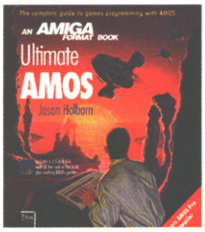
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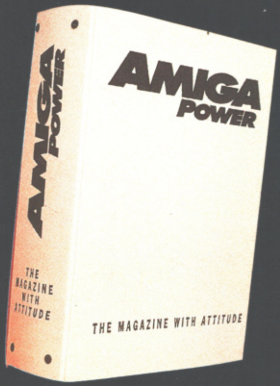
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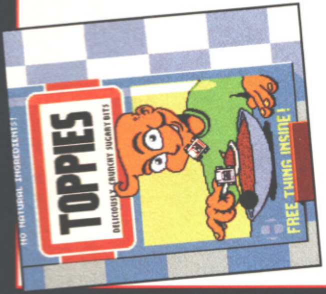
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BUDGETS

These are those games that are cheap, cut-price, retailing at substantially less than their original price, value for money, economical, re-released with a lower profit margin, cheap at half the price, well... you get the idea.

PREMIERE

Runs on: A500, A600
Publisher: Corkers
Price: £9.99
Release: Out Now

It seems that every other month, I get to review a budget release that was originally covered by Mark Ramshaw. Most of the time, I agree with what he's said, stick a gratuitous quote from the original review in and then ramble on for a bit, putting in my tuppenceworth where relevant. Oh, and I usually alter the score just to make sure everybody realises that I'm my own man capable of independent decision-making.

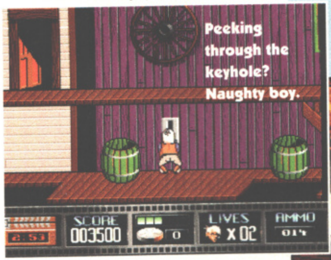
This time, though, it's going to be a bit different. I'll not deviate from the usual formula I use. *(Huh? – Ed)* Here's the quote (AP17, p26): "The best union of cartoon animation and satisfying gameplay." Now, quite frankly, that's a pile of old unpleasant waste material.

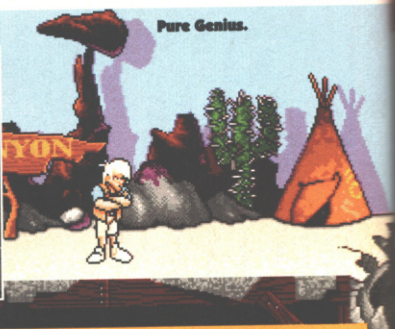
Yes, the animation and cartoony feel cannot be knocked. As I played around, Stuart commented from behind me that it was a really 'sweet' little game. I can't disagree with that, either, although I was almost overpowered, not to mention shocked, by the reek of sentimentality hanging about him. The animation of the central character is smooth and – surprisingly enough for a cartoon-style platform game – cartoony.

But the control system is distinctly iffy in certain instances. For example, you can move into the background by pulling down on the joystick and pressing the fire button, and the same applies if you want to come back into the foreground again. Unfortunately, joysticks being what they are, this doesn't happen as smoothly or as regularly as it should. All too often, you end up wasting ammunition rather than making the intended jump. This usually happens when you're being shot at or chased by one of the game's denizen.

My biggest criticism, though, and the one that resigns the game to platform hell in my book, is the lack of restart points. As soon as you lose a life, you go back to the beginning of the level. Even more annoyingly, all switches, denizens and power-ups will have been reset, so you have to go through the same set of motions and actions just to get back to the location you were killed at in the first place.

● ***STEVE McGILL***


Peeking through the keyhole? Naughty boy.


Pure Genius.

THE BOTTOM LINE

Lovely little game with just a few too many flaws to make it either enjoyable or a classic. At a tenner though, it's worth the price.

70 PERCENT

JIMMY WHITE'S WHIRLWIND SNOOKER

Runs on: A500, A600, A1200
Publisher: The Hit Squad
Price: £14.99
Release: Out now

Although I'm generally a pretty great all-round guy, my lack of snooker-playing abilities has always been a huge embarrassment. I can sometimes hit the balls in if they're right next to the pockets, and there aren't any other ones in the way, and the cue doesn't suddenly slip out of my hands at the last minute. But for some reason my opponent always takes them out again, muttering something about 'rules'. So I was hoping I might be able to disappear into my bedroom for a bit with *Jimmy White's*, shielded from the scornful public eye, and emerge a few days later a snooker-playing god, having mastered trajectories, Newtonian physics and those 'rules' with the game's help.

It didn't happen, though. Although *Jimmy White's* is undoubtedly the best snooker game on the Amiga, and an absolutely essential purchase if, like me, you've got even the slightest interest in the sport, it's even harder to get the balls in than in real life.

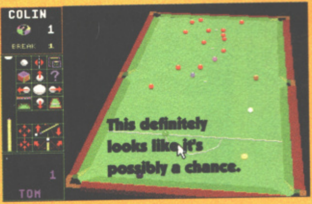
The physics of the game is utterly convincing (unlike, say, *Arcade Pool*'s), and it's impossible to fault the way the balls bounce around. You get pin-point accuracy over where you hit the cue-ball, too, with full control over the spin you put on it, and a 'viewing line' that can be called up if need be to show you where the cue ball's going to go.

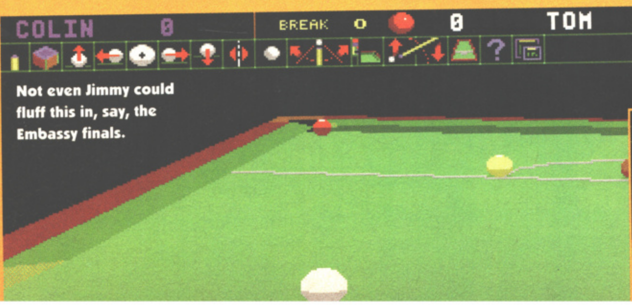
But for some reason, despite the way you can zoom and rotate the table to ever conceivable angle, it's curiously tricky to get 'comfortable' when you're trying to line up a shot. As soon as you get zoomed-in enough so that the balls stop being mis-shapen lumps of pixels, important bits of the table start disappearing of the sides of the screen. You then have to swing the view down so your chin's pressed against the beize, whereupon the perspective starts to go a bit funny, and you can't judge the angles.

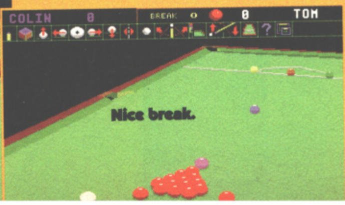
I'm probably just being awkward, though – you *can* find ways to line up shots properly, through various combinations of zoomed-out and zoomed-in views. And the graphics move about brilliantly smoothly, so it's really all quite painless.

In fact, depite my initial doubts, *Jimmy White's* is wonderful, with buckets of features and even humourous animations on the balls if you don't touch the controls for a bit, so I see no reason to give it any less than the 90% Colin The Publisher gave when he reviewed it in AP4. And, actually, I'm not nearly as crap at real-life snooker as I originally made out. Otherwise I oughtn't really to be reviewing a snooker game, eh? (Grins cheesily.)

● ***JONATHAN DAVIES***


This definitely looks like it's possibly a chance.


Not even Jimmy could fluff this in, say, the Embassy finals.


Nice break.

THE BOTTOM LINE

It's impossible to imagine a better Amiga snooker game than this. Unless the screen was a bit bigger. Which would, indeed, be impossible.

90 PERCENT

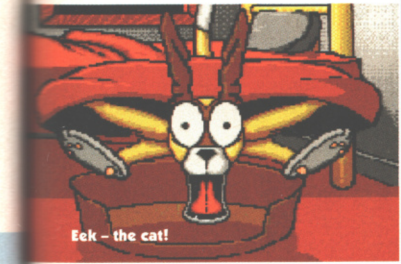
SLEEPWALKER

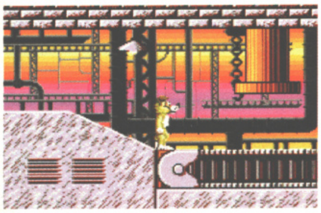
Runs on: A500, A600, A1200
Publisher: Ocean
Price: £9.99
Release: Out now

Currently wowing American console fans as a brand-new TV cartoon licence called *Eek The Cat*, *Sleepwalker* started life as a Comic Relief benefit game a shocking 15 months (blimey, doesn't time fly when you're having fun?) ago. And I can't help thinking that the new incarnation's fatally flawed from the start, because in doing away with *Sleepwalker* star Ralph The Dog, you're binning half of *Sleepwalker*'s appeal from the off. Ralph is a put-upon pooch who has to save suicidal somnambulist Lee from all manner of hideous danger as he strolls subconsciously around the sleepy (natch) town of Kipsville, and he's depicted in the grandest tradition of hapless comedy sidekicks – there's no building site hammer he can't be squashed flat by, no flame that can't burn him to a little charred and crispy silhouette, no electric pylon that can't fry him in comedy X-ray style. He's completely adorable, and it's Ralph that keeps you coming back to *Sleepwalker* time and time again when the enormous difficulty presented by keeping the witless lemming-like Lee out of trouble would have consigned many a lesser game to the Cupboard Of Infinite Frustration.

So don't spend a hundred quid buying a new console and then another 50 on a copy of *Eek The Cat* – save £140, buy Amiga *Sleepwalker*, and get a damn fine dog into the bargain. You know it makes sense.

● *STUART CAMPBELL*


Eek – the cat!


Well, I can't see the harm in just having a little try, can you?

THE BOTTOM LINE

An incredibly difficult but engaging platformer, with one of the Amiga's all-time greatest heroes in Ralph The Dog. If you're feeling hard, give it a try.

77 PERCENT

LURE OF THE TEMPTRESS

Runs on: A500, A600, A1200
Publisher: The Hit Squad
Price: £14.99
Release: Out now

Now here's a fine way to spend £15. Number 66 in last issue's AMIGA POWER All-Time Top 100, *Lure of the Temptress* ranks as one of the Amiga's very finest point-'n'-click adventures. It's up there with *Monkey Islands 1* and *2* and *Beneath a Steel Sky* in terms of point-'n'-clickiness, and will provide hours of virtually faultless adventuring fun for all.

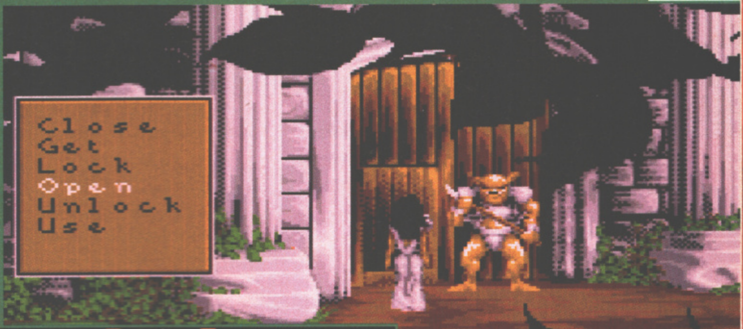
The story (stories are important in this sort of thing) is all about a chap called Diermot who's been imprisoned by Selena, the eponymous Temptress, in her dungeon. So he's got to 1) escape, 2) rescue a girl called Goewin, and 3) rid the town of Selena's evil influence, hopefully in that order.

Hmm. *Lure of the Temptress* is a bit different, though, in the sense that talking to people is more important that you might expect. There are loads of other characters in the game, and you've got to 'interact with' them extensively if you're going to get anywhere. This means constructing sentences out of a choice of words available, rather than simply multiple-choicing them from a short list like in *Monkey Island*.

The graphics? They're great – really prettily drawn, with the dark, moody look you'd expect of a town being oppressed by an evil Temptress. *Lure of the Temptress*'s only drawback is that it's shorter than your average adventure – four disks-worth, if that's the way you like to measure them.

The sorely-missed Matt Squires gave the game 88% in AP15, and the fact that it's now less than half the price it used to be easily makes up for any punishment it might have taken from Father Time. So, if you're after a sensibly-priced point-'n'-click adventure, and you've already played all the good ones (apart from *Lure of the Temptress*, obviously), then buy *Lure of the Temptress* without delay.

● *JONATHAN DAVIES*



Aha. I know a bouncer when I see one. Hope she's not wearing trainers.

Hmm, this club's not up to much is it. Where's the DJ? Where's the bar?

THE BOTTOM LINE

One of the best graphic adventures ever, now at a – well, not 'bargain', exactly – more reasonable price. Go on – be lured.

88 PERCENT

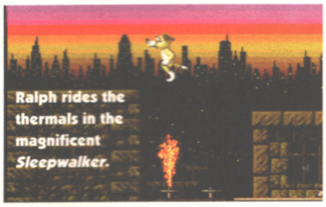
SLEEPWALKER

Runs on: A1200, A4000
Publisher: Ocean
Price: £9.99
Release: Out now

Exactly the same.

● *STUART CAMPBELL*

Truly a dog is a sleeping man's best friend.


Ralph rides the thermals in the magnificent *Sleepwalker*.

THE BOTTOM LINE

Well, okay, technically the Amiga's first 1200-only budget game's got more colours and better sound. But you'll never notice. And it takes longer to load.

77 PERCENT

JAGUAR XJ220

Runs on: A500, A600, A1200 (disable caches)
Publisher: Corkers
Price: £9.99
Release: Out now

This isn't a driving game, it's an RPG. Look at the evidence.

Evidence In Favour Of *Jaguar XJ220* Being A Driving Game:

– you drive a racing car.

Evidence Against *Jaguar XJ220* Being A Racing Game:

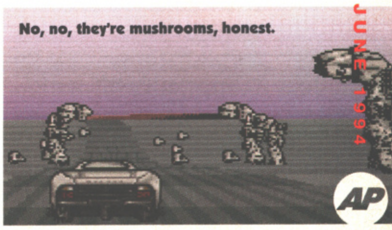
– you can't lose the game by driving, even if you come last in every single race. The only way to see the 'Game Over' message is by running out of money.

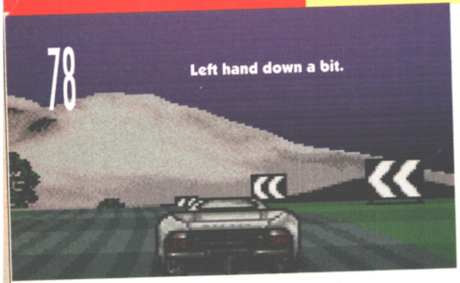
– running out of money, no matter how badly you play, takes at least an hour.

– for at least 80% of every race, there will be no other cars on the screen.

– you have to make 'strategic' decisions about where to go in the world for your next race. Planning your route carefully can save you huge sums of that all-important money.

➤


No, no, they're mushrooms, honest.



Left hand down a bit.

– you also have to make decisions about which bits of your car to repair and enhance, depending on damage status, the type of track you're about to race on, and so on. Hit points by any other name.
– I've seen better animation in any of a dozen RPGs than the slidy, two-dimensional attempts on display here.
– and more all-out fast-action thrills, too.
– in fact, come to that, I've seen more all-out fast-action thrills in an episode of Waiting For God.
– sorry, this is losing the thread a tiny bit, isn't it?
– I'll stop now.

Let's face it, though – I'm right. *Jaguar XJ220* is fast, smooth, pretty and completely boring. With a bit more effort and a bit more gameplay it coulda bin a contender, but there's so little sense of challenge and so little sense of adventure, you'll play it once (for about three hours, in a single game), and then never ever load it up again.

● ***STUART CAMPBELL***

THE BOTTOM LINE

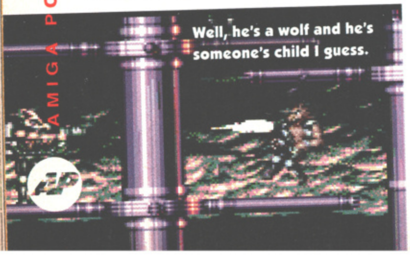
So close to being the definitive sprite-based racing game, but actually no fun at all to play. You can't have a car-racing game with no cars in it.

52 PERCENT

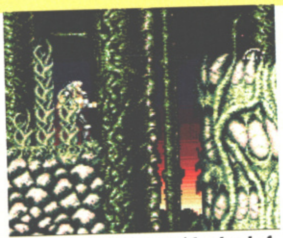
WOLFCHILD

Runs on: A500, A600
Publisher: Corkers
Price: £9.99
Release: Out now

Oh no, not only have I had to re-review *Premiere* for this issue, but I've now got to give my opinion on a game originally reviewed by Stuart (AP10, 55%). This time I'll have to watch what I say, though. Stuart reads this stuff way before you get to see it. If I disagreed too vehemently with what he said, he'd take it out on me in public, chop and change the stuff that made me look big hard and clever, turn it around with an asinine twist, let that East Coast hatred of the enlightened Westerners erupt, and generally let me have it. So I guess I'll be outrageously controversial and pretty much agree with everything he had to say.



Well, he's a wolf and he's someone's child I guess.



A spooky, dark forest with a load of Swamp Thing's mates.

You see, *Wolfchild* is one of those platformers that likes to think that it can combine beat-'em-up mechanics with podium ascending antics. It's not that the gameplay's too bad, it's just that it could be about any generic platformer that you cared to close your eyes and have a nightmare about. I agree with Cam that a platformer's got to have that elusive something to make me interested enough to pursue the game. *Wolfchild* most certainly doesn't have it.

And yet, curiously enough, despite my complete lack of interest in the game, I still reached level three in about thirty minutes. Considering that many of the things that are sometimes put into platformers to try and hide the shallow superficiality of the thing are in here in force – invisible enemies and power-ups, no start up points etc – this is doubly surprising.

In summary, despite the good looks of the game, the gameplay is ultimately disappointing. Those of you who are good or average at platformers won't take long to complete it, and may even question the value despite the fact that it'll only set you back by a tenner.

● ***STEVE McGILL***

THE BOTTOM LINE

Not enough variety to keep you interested. Crap central character (although I did like the transformation into a wolf – great howling sample). No distinguishing characterisitics.

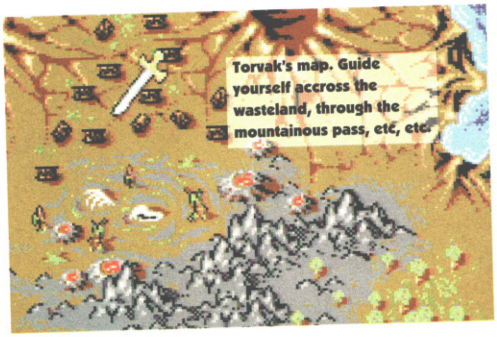
54 PERCENT

TORVAK THE WARRIOR

Runs on: A500, A600, A1200 (disable caches)
Publisher: Corkers
Price: £9.99
Release: Out now

You know, I could have sworn this was more than four years old. Still, '1990' it says on the copyright notice, and who am I to disagree? Definitely not available for debate, though, is that *Torvak The Warrior* in 1994 is a very sad prospect indeed.

Torvak is a scrolling beat-'em-up, based very obviously on top cult coin-op of the late 1980s *Rastan Saga*. You control a muscular barbarian through five levels of axe-hacking action, collecting treasure and trying to avoid physical damage at the hands of trolls, orcs, soldiers, archers and, er, caterpillars. It's a tried, tested and essentially sound formula, but the spanner in the works is provided by a crippling lack of speed. This is an extremely slow-moving game, and the insensitivity of your half-witted brute to control makes things even worse. Response is such that you can take a swipe at an enemy with your axe, send him reeling back across the screen in pain, but still not be able to summon up another swing before he comes charging back and stabs you one with his pokey-pokey sword. When Torvak jumps, he flies through the air with the grace of a blue whale climbing a ladder, and the game quickly degenerates into a race to reach the end of each level before boredom completely overcomes you and you're forced to load up *Total Carnage* just for a bit of fun.



Torvak's map. Guide yourself accross the wasteland, through the mountainous pass, etc, etc.

Being old in itself isn't a crime, but being old and crap most certainly is. (And hey, I should know).

● ***STUART CAMPBELL***

THE BOTTOM LINE

Even for the comparatively measly sum of a tenner, there's no way anyone can expect to get away with software like *Torvak The Warrior* in this day and age. Very poor.

11 PERCENT

MIG-29M SUPER FULCRUM

Runs on: A500, A1200
Publisher: The Hit Squad
Price: £14.99
Release: Out now

Whichever member of AMIGA POWER is quoted on *MiG-29M Super Fulcrum*'s box describing it as 'A real delight' has, I hope, now left. Because, although it's basically a decent, solid flight sim, there's certainly nothing 'delightful' about it.

If anything, it's actually a bit boring. While most flight sims mask their essential dullness by giving you loads of things to blow up, and buildings on the ground to fly over incredibly fast and low, and massive explosions, MiG-29M doesn't really bother with that stuff, and sells itself simply on being a faultlessly accurate simulation of the MiG-29M. When it originally came out back in 1991, that in itself was quite an achievement, because the Iron Curtain was only just starting to crumble, and Russian planes were still top secret. These days, though, you can look up into the skies most days and see whole formations of MiGs on their way to airshows, and the whole thing seems much less exciting.

As far as it goes, *MiG-29M Super Fulcrum*'s okay. The plane handles pretty realistically, and you get some pretty convincing missions to fly on (although there aren't all that many of them – the game only comes on one disk, if that's any guide). But the graphics are from the squiggly-lines-and-dots school, meaning sight-seeing's out, there's hardly anything to blow up beyond what you're actually supposed to, and if you're playing on a 500 the screen moves a bit jerk...

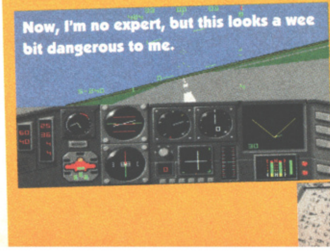
Er, I've just found out it was Colin The Publisher who described *MiG-29M Super Fulcrum* as 'A real delight'. In AP7, in fact. So I'd better shut up in case Steve The Publisher ever decides to give us back to him.

● ***JONATHAN DAVIES***

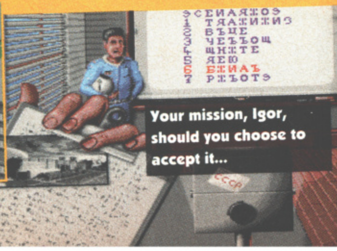
THE BOTTOM LINE

Solid enough, but it doesn't do anything you couldn't find in a whole host of other, better-looking, more enjoyable flight sims.

60 PERCENT



Now, I'm no expert, but this looks a wee bit dangerous to me.



Your mission, Igor, should you choose to accept it...

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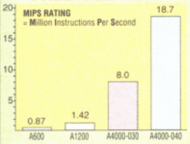

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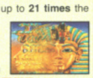

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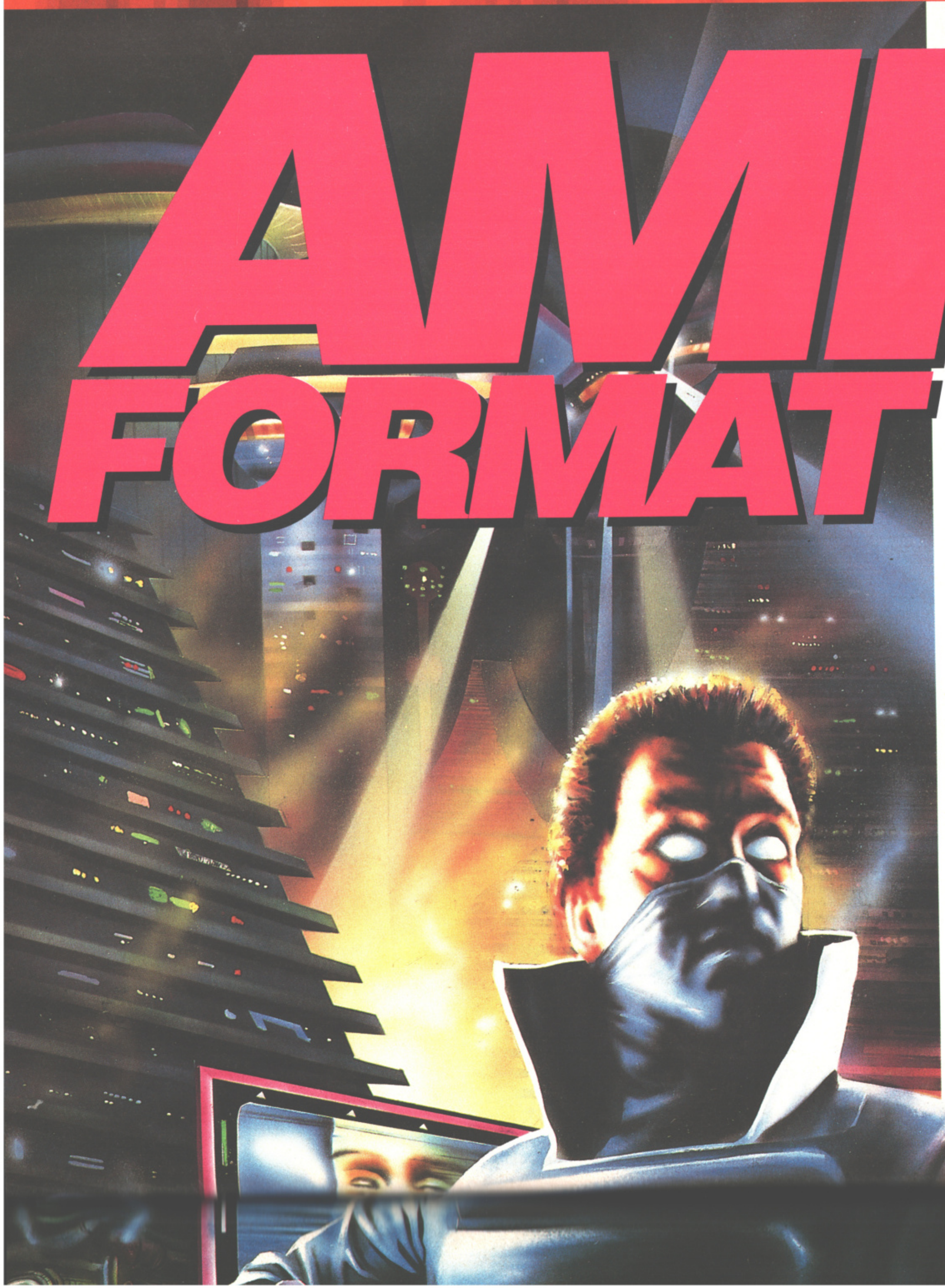

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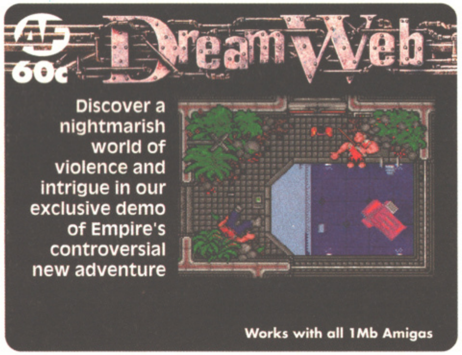
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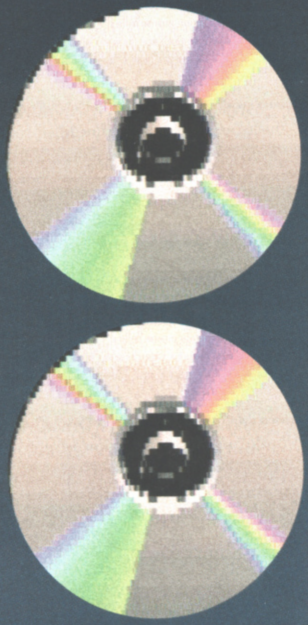
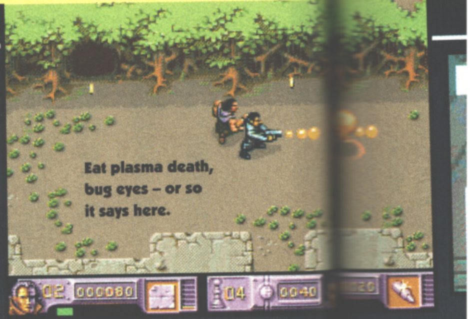
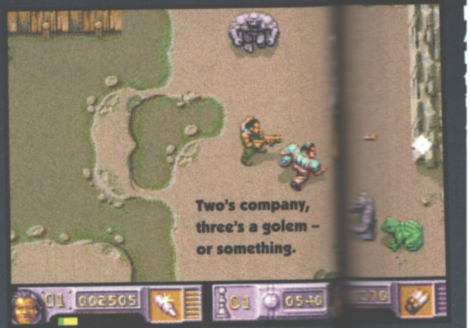
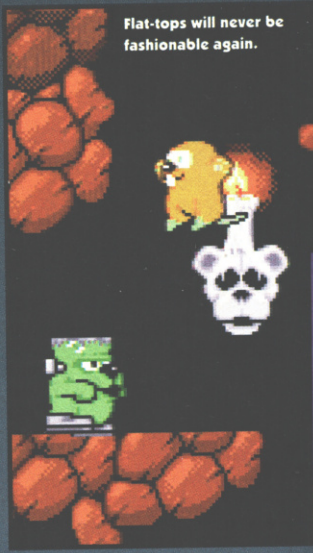



Eat plasma death, bug eyes – or so it says here.


Two's company, three's a golem – or something.

We're happy boys and girls these days, because we're quite literally up to our ears in CD32s and CD32 games. Then again, that doesn't take much in Stuart Campbell's case...


Flat-tops will never be fashionable again.

Wel
slip
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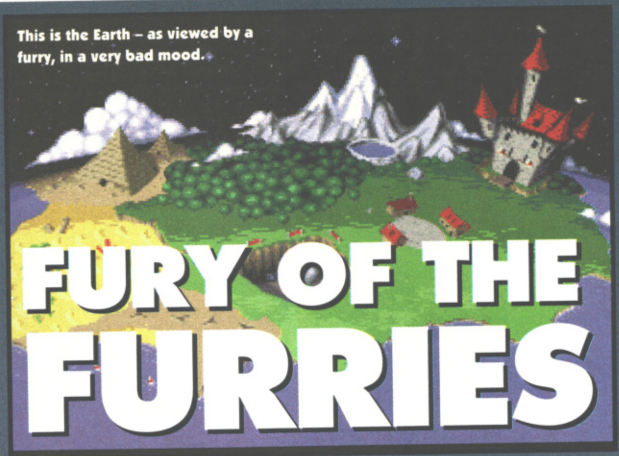
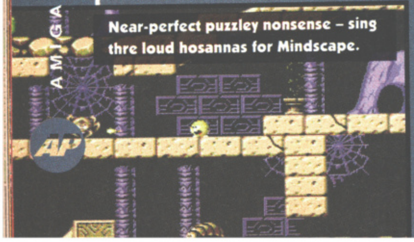

This is the Earth – as viewed by a furry, in a very bad mood.

FURY OF THE FURRIES

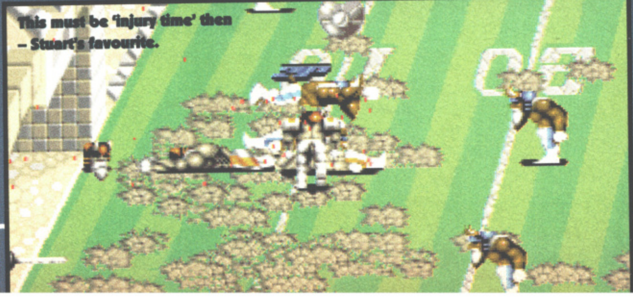
Mindscape, £25.99
Amiga version: 77% AP34
This is another game that all but passed me by first time around, and I reckon I've been missing out. It's a bit like a less-pretty but more-playable version of *The Lost Vikings*, in that it's a cutesy puzzler with some platforms in it where you have to juggle around with a team of four characters, each with different abilites. The CD32 joypad alterations make the mechanics of control a deal neater (although in terms of actual onscreen movement it's still a bit horrible), but again we're not looking at much in the way of enhancements.


Near-perfect puzzley nonsense – sing thre loud hosannas for Mindscape.

THE BOTTOM LINE

CD32 Really entertaining stuff, with some lovely ideas that make up for those pointlessly annoying control problems. **80** PERCENT

BRUTAL FOOTBALL


This must be 'injury time' then – Stuart's favourite.

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THE CHAOS ENGINE

Renegade, £29.99
Amiga version: 89% AP22 (A1200 91% AP34)

Hopefully you all know about this one by now (it's only four issues since we reviewed the A1200 version, which this is basically a port of), so I'll just mention that the new joypad control system in *CD32 Chaos Engine* is a seriously useful and gameplay-enhancing addition to a game that's already superbly playable, and lifts it straight into the CD32 top five. But then I'm absolutely certain that the music used to be better than this, didn't it?

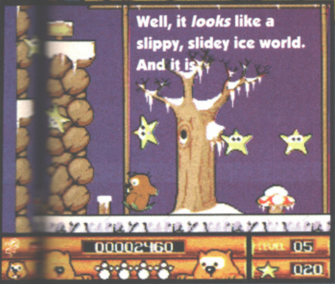
Oh. I see. Must be my imagination, then.

THE BOTTOM LINE

CD32 A brilliant game before, and a slightly more brilliant game now. You shouldn't be without some kind of version of it.

91 PERCENT

BEAVERS



Well, it *looks* like a slippy, slidey ice world. And it is.

Grandslam, £25.99
Amiga version: 71% AP26

A below-par cutesy platformer, which somehow looks altogether sadder when it's running on a 32-bit wonder machine. There's a new and improved control system, but apart from that you have to wonder if we weren't being unnaturally kind to it first time round. Although that's just not like us.

THE BOTTOM LINE

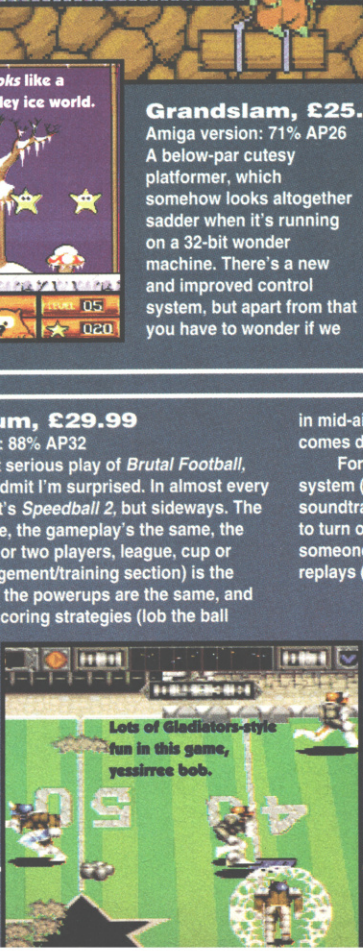
CD32 Looking like a relic of a bygone age, this just isn't a CD32 mustard-cutter. Very little in the way of lasting fun.

53 PERCENT

Millennium, £29.99
Amiga version: 88% AP32

This is my first serious play of *Brutal Football*, and I have to admit I'm surprised. In almost every tangible way, it's *Speedball 2*, but sideways. The idea's the same, the gameplay's the same, the structure (one or two players, league, cup or friendly, management/training section) is the same, many of the powerups are the same, and even the goalscoring strategies (lob the ball straight in at the keeper, then smack him one and roll it into the net, or fling a high ball into the middle, intercept it in mid-air and stick it in before everyone else comes down) are pretty much the same.

For the CD32 it boasts a new joypad control system (hurrah!), an annoying heavy rock soundtrack which it's almost totally impossible to turn off (boo!), sudden complete silence when someone scores a goal (huh?!) and still no action replays (10% off!). So that's that, then.



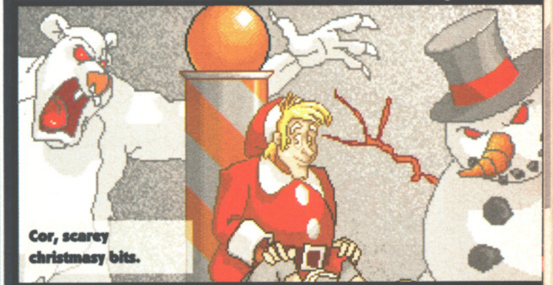
Lots of Gladiators-style fun in this game, yessirree bob.

THE BOTTOM LINE

CD32 Enjoyable and occasionally witty future sport sim (I especially liked 'Injury Time'), but it's neither as playable nor as slickly done as *Speedball 2*, which it's otherwise identical to.

78 PERCENT

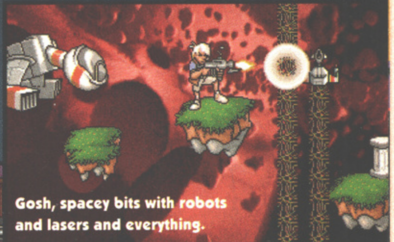
PREMIERE



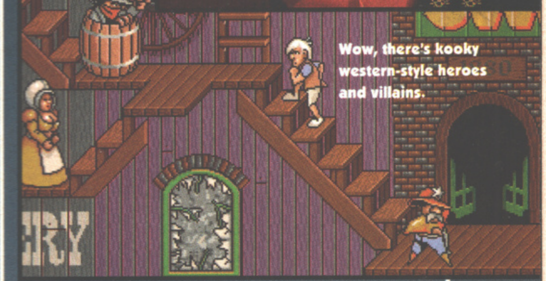
Cor, scarey christmasy bits.

Core Design, £14.99
Amiga version: 84% AP17

Well, it's *Premiere*, but on CD, and on budget, isn't it?



Gosh, spacey bits with robots and lasers and everything.



Wow, there's kooky western-style heroes and villains.

THE BOTTOM LINE

CD32 But why does it cost five quid more than the more-expensive-to-produce floppy disk budget version, eh? A nation demands the answer...

Well, we're waiting... Is there anybody there?.. Hello?.. Hello?..

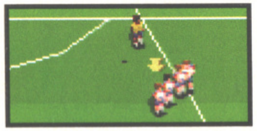
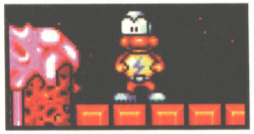
77 PERCENT

IF YOU'VE JUST TUNED IN...

The point of Hi Ho Silver Lining is this: it's the place where we take a brief look at newly-available CD32 games which we've already covered in their ordinary Amiga incarnations. They're only little reviews, so most of the time they'll skip the stuff we mentioned in the original piece and concentrate on the differences and enhancements present on the CD format. We'll also tell you how the game did first time round, and where to find the full-sized review. Alright?

POINTS OF VIEW

It might look like the titles from Dad's Army, but it's actually all our opinions on this month's games.

PARTICLE LASER!

	MR NUTZ	MONOPOLY	SIERRA SOCCER	JAMES POND 3	TRAPS'N'TREASURES	TEMPEST 2000
JONATHAN DAVIES	A bit cheeky ★★★★	Stuart, you're fired ★★	Sierra 1.6L, more like ★★★	I don't like it very much ★★	Haven't played it	Hang on, isn't this a Jaguar game?
STUART CAMPBELL	*Sonic The Squirrel*, more like ★★★★	Look, it's good, alright? ★★★★	Definitely an Aston Villa ★★★	Stagnant pond, more like ★★	Too much like *Elf* for my liking ★★★	Nearer my God to thee ★★★★★
CAM WINSTANLEY	Vroom, vroom! ★★★★	Hey, look out! ★★★	Get out of the way! ★★	*[Screech, skid, bang, crump]* ★★★	Ouch, me ligaments ★★★	It's the best game ever, apparently.
STEVE FARAGHER	Not all it's cracked up to be ★★★	I'm bored already ★★	Hnnngghh! ★★	Haven't played it	Bouncy bouncy, fun fun fun ★★★★	*Tempest 2,000,000*, more like ★★★★★
STEVE McGILL	Haven't played it	Go back to the Old Kent Road ★★★	It's a bucket, isn't it? *(What? – Ed)* ★★★	Double-0 nothing ★★	Buried gameplay ★★★	Haven't played it
RICHARD NIXON	I have no knowledge of this game	I have no knowledge of this game	I have no knowledge of this game	I have no knowledge of this game	I hate myself and I want to die	*(I said, isn't this – oh, never mind. – Ed)*

NEXT MONTH

ON SALE 16TH JUNE

A MAGAZINE... OF TWO HALVES

It's World Cup fever next month in AMIGA POWER, and we'll be giving 110% in order to bring you the best coverage of all the games right up to the, er, final. We'll have *Empire Soccer*, *Wembley International Soccer*, *Sensible International*, and lots more. Stay tuned.

PD

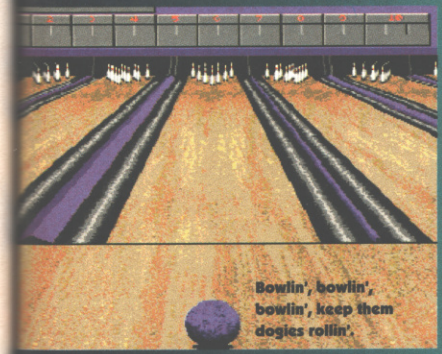
As the year 2000 approaches and Judgement Day begins to mean something more than just a sequel's subtitle, the world has indeed gone mad. Earthquakes, wars and air crashes rock the world, GMTV's viewing figures rise and Dave Golder manages to get through a PD column without reviewing a *Tetris* clone.

STRIKES'N'SPARES

Strikes'n'Spares
PD Soft

I'm going to sound like a hypocrite here. So what else is new. Y'see, while slagging off computer darts, I'm going to go all soft and give this 10-pin bowling sim a much smoother ride, even though in one important way it is very similar.

When you bowl the ball, this game also uses a system whereby you have an uncontrollable cursor whizzing back and forth across the alley, and you have to bowl the ball when you think the cursor's in the right place. But whereas that's the whole game with *World Darts*, in *Strikes 'n' Spares* there loads more to think about.



Bowlin', bowlin', bowlin', keep them dogies rollin'.

Down the left-hand side of the screen is a collection of options that can be altered with every bowl; they include everything from speed to swerve, from bowling position to some things I couldn't quite fathom out. Even the slightest alteration can have quite a dramatic effect.

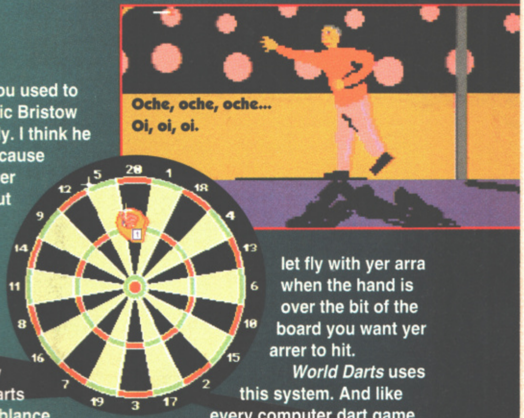
It's all rendered in top-quality hi-res graphics which give the game a professional gloss, though strangely the ball never actually looks like it's rolling when it's heading down the alley.

VERDICT: Oddly effective 10-pin sim that's a lot more fun than you might think (which wouldn't be difficult). ★★★½

WORLD DARTS

World Darts
PD Soft

"You're only half the man you used to be," said Danny Baker to Eric Bristow on the Big Breakfast recently. I think he was referring to his diet. Because y'see, beer guts are no longer trendy in the darts world. But if you're one of the old school, and even walking from the oche to the board is more physical exertion than you can handle, then computer darts could be your glass of lager.



Oche, oche, oche...
Oi, oi, oi.

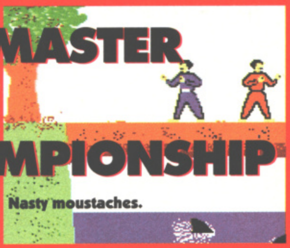
Then again, it probably won't, because computer darts bears only a passing resemblance to the real thing. In a medium where you can place a cursor wherever you want on screen with deadly accuracy, a game in which aiming is all seems strangely out-of-place. The now-standard way of introducing a bit of skill into computer darts is to have a roving hand that moves randomly across the board and over which you have limited control, the idea being you let fly with yer arra when the hand is over the bit of the board you want yer arrer to hit.

World Darts uses this system. And like every computer dart game that went before it, it all works okay, but it's interminably dull and repetitive. And some of the graphics are so primitive archeologists would have orgasms over them. *(Please. – Ed)*

VERDICT: As dart games go, it's almost as good as the commercial stuff. But has anybody ever bought a commercial darts game? ★★

KARATE MASTER V KARATE CHAMPIONSHIP

Have you ever seen 'Elvis in Las Vegas?'



Nasty moustaches.

Karate Master: F1 Licenceware
Karate Championship: PD Soft

Two karate games. One big difference. About three stars-worth of difference. Put simply – *Karate Master* is good; *Karate Championship* is bad. Very bad.

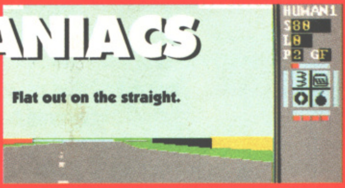
Karate Master isn't the best-looking beat-'em-up doing the PD rounds but impresses with its range of options and ease of control. There are loads of different skill levels, moves, backgrounds and all the other sorts of things that having loads of will improve a fighting game.

Karate Championship is one of the worst-looking beat-'em-ups around, has severely limited options and is about as easy to control as free-market economy. Worst of all, the fighters are tiny, and, because they can't turn around, constantly end up with their backs to each other, kicking uselessly. It's awful.

VERDICTS:
Karate Master: A good beat-'em-up for people who aren't very good at beat-'em-ups because it's so easy to control.★★★★
Karate Championship: Give it the chop. ★

RACING MANIACS

Racing Maniacs
PD Soft



Flat out on the straight.

Strangely, I never envisaged myself ever racing head-to-head in a formula one car against Tommy Cooper. It's just not one of those things that ever crosses you mind when you're sitting on the loo or watching EastEnders (not that anything much crosses your mind when you're watching EastEnders). Clint Eastwood maybe, but it's still not very likely. But they're just two of the celebs who'll be cutting you up on the corners in Racing Maniacs.

This really is a fine game. It's a through-the-windscreen viewed, 3D racing experience that's fast. Very fast. You only ever race against one opponent, which can be computer or mate-controlled, but in all other departments it's firing on all cylinders.

There are four tracks which can be raced on in both directions. Weapons and pick-ups are optional. The controls are responsive and the road-handling is smooth while the split-screen two-player mode is the kind of feature the game would be marked down for if it didn't have it.

Graphically, it's bare and functional making excellent use of hi-res mode, though some of the option screens could have done with a bit more imagination; they look cheap (PD-ish?) in the context of the rest of the game. And someone should tell the programmer how to spell 'loser'.

But these are mere insignificant quibbles, detracting no more from the excellence of the games than a boom microphone shadow in a Hitchcock film. *(And – Stop Press – it's on the coverdisk. – Ed)*

VERDICT: Top Gear, Formula One, fast lane action. ★★★★

SEUCKS CORNER

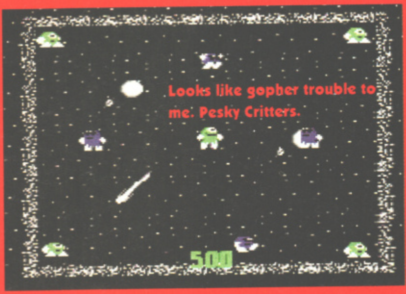
Splodge
MicroPower PD

Well, at least it tries. *Splodge* is a SEUCK game that doesn't horizontally scroll. Instead it comprises a series of screen on which you have to help splodge rescue his mates while avoiding the roaming nasties.

There are the occasional guardians to deal with every few levels, but other than that it's all pretty basic stuff. The sprite animation is kinda cute but it's annoying that Splodge looks the same as his mate; it's too easy to forget where you are on-screen.

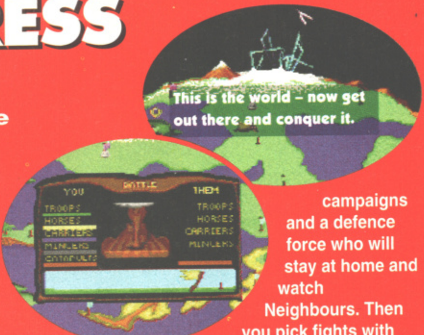
Hang on – I'm beginning to review this like a normal game. That's because it disguises the fact it's a SEUCK game pretty well. Except in one way – the wait between each level is ridiculously long; it can take up to a minute. So even though the simple gameplay might draw you in for a while, you're put off by the fact that you spend more time waiting around than actually playing.

VERDICT: A SUECK game that doesn't look like a SEUCK game might be an advantage in itself, but this would only really be of any value to any amateur programmers who'd like to see if they could speed it up a bit. ★★


Looks like gopher trouble to me. Pesky Critters.

FORTRESS

Fortress
F1 Licenceware


This is the world – now get out there and conquer it.

Well strike me down with something rather witty that Stephen Fry might utter for a cheap laugh. This is PD, Jim, but not as we know it. It's not a shoot-'em-up, a racing game, a *Tetris* clone, a version of *Mario* or crap. Nope, I reckon this is the first time anyone attempted to do a PD version of *Populous*, and a pretty good attempt it is, too.

Fortress is a strategy wargame that's been given the complete cosmetic treatment; it looks stunning. And to a large degree, like plastic surgery on pampered Hollywood octogenarians, the treatment is a superficial covering disguising the fact that there really isn't that much to the gameplay. But it's an addictive enough little game, and the polished presentation does make it more inviting than a lot of strategy games.

Basically, there are three tribes on a war-ravaged planet, each with a number of small settlements. You're the yellow tribe and the aim is to conquer the globe (or squashed spheroid as it actually is) and place your yellow flag in every settlement.

You assemble your armies, dividing your resources between an attacking force which will go out on campaigns and a defence force who will stay at home and watch Neighbours. Then you pick fights with the other tribes and cross your fingers the computer works out the outcome in your favour. As the game goes on you're given more men, and if you have enough people at any given settlement it will grow in size, from a gathering of tents right up to massive Fortresses,

I'm a sucker for this sort of thing, and despite the fact that the computer tribes are a bit dimwitted at times, the battles (which, once underway, you have no control over) occasionally drag on interminably and the gameplay doesn't develop to any great degree, I thought it was a grand way to waste a few hours. I reckon a *Fortress 2* with a tad more interactivity and a few more surprises would be welcome, though.

VERDICT: A political strategy game. Political because like any MP it fails to live up to its promises. Stunning to look at and initially addictive, it does suffer from saminess and drags after a bit. At least it's not *Tetris*. ★★★★

ELEKTREK

Elektrek
PD Soft

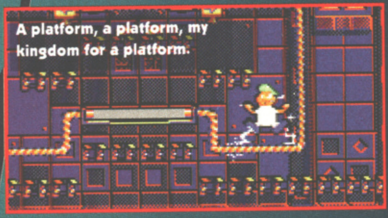
Bannerware. I don't know whether it's an official term but I heard it somewhere once. And if it's not an official term here starts the campaign to make it one. Bannerware, y'see, should be the name for shareware that comes in two varieties; a cut-down PD version which can be freely distributed and used and the fully-blown shareware version which you have to pay (usually around a fiver) for.

This style of marketing (yes, the public domain will soon be overrun by men in suits) is becoming increasingly popular and I reckon it's a good thing. You only have to look at the cut-down PD version of *Elektrek* to see why – it's much superior to most common-or-garden PD.

It's an ingenious platformer with a brace of decent gimmicks. The first is the whole point of the game; there's a current passing around a circuit which you have to direct to the correct terminals by controlling your little electrician blokey who dashes about switching switches (it's what they're there for). The second is that there are two planes of platforms, one set in front, the other to the back, and you leap between the two by pressing fire and either pulling back or pushing forward on the joystick. It's tricky at first, but soon comes naturally. A bit like eating spaghetti.

Great looks, great gameplay, great sound, great galloping gnus, why aren't you ordering this already? The PD version only has a few levels and a couple of other limitations, but it's well worth checking out to see if you want to buy the real thing.

VEDICT: Small and not perfectly formed, but for what is essentially just a taster of the real thing, this playable demo is shockingly good. ★★★★


A platform, a platform, my kingdom for a platform.

LAMERTRON

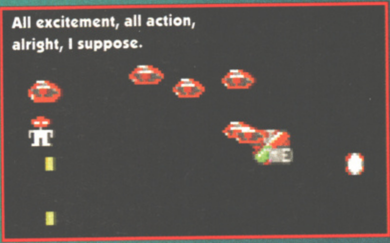
Lamertron
Calsoft

No prizes for guessing what this is based on. It's not a patch on the Minter classic, and the one original gimmick it's got is a frankly pointless addition, but it still delivers the goods in the fast and furious shooting action department.

The gimmick is that, as opposed to shooting everything on screen, you have to rescue some little lamers and get them to an exit. The fact that the lamers cannot be destroyed once freed and the lack of any time limit seems to undermine any element of gameplay this feature might have added, but there you go, it has to offer something to justify its existence.

Apart from that it's a fairly decent shoot-'em-up with lots of action and more pick-ups than a hitchhikers' convention, though graphically it's a bit lack-lustre. Actually I did play a very similar PD game called *Interface Robot* this month which potentially could have been even better, but the disk corrupted before I could review it properly, so watch out for that in next month's PD section.

VERDICT: It tries to add a new dimension to *Llamatron*, but fails. What's left is good, but not that good. ★★★


All excitement, all action, alright, I suppose.

Where to go:

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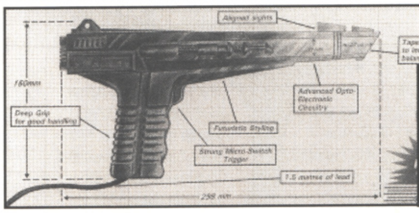
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DO THE write thing

Welcome to the hallowed letters pages of AMIGA POWER, the multiverse's biggest selling Amiga games magazine (definitely). Only the finest and the funniest pass through our gruelling selection process and win the opportunity to share their thoughts and wisdom with you, our beloved readers. Sing on, people...

● Address your letters to: AMIGA POWER,
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"I WILL PUNISH YOU WITH APPROPRIATE MEASURES"

Dear AP,
I thank you. I have finally got a letter printed in AMIGA POWER. If you are wondering which letter that is, then I shall tell you that it is this one. If you aren't, I shan't. Say, which issue is this anyway? Issue 36? Or perhaps 37? *(38. – Ed)* Oh, what a lovely APPATTOH you have got in this issue. Or have you? And by the way, thanks also for the amusing way you write that word 'winner' on the top of my letter and also print it in a nice red background. Ha ha. *(We took it out again after reading that bit. Ha ha. – Ed)*

Now that I've got that out of the way I will proceed to write some words in my native tongue. Here goes *(Oh no you don't. – Ed)*

So now I'm back to English again. You surely haven't understood the above? Have you? Good. Speaking of Finland, read the following paragraph.

So, you reviewed *Stardust* in issue 33, didn't you? Cunning little beasties. You didn't mention a word about the beautiful princess Voi Levi. Get it? Voi Levi! I think she must come from the glorious Becel family, and her mother must be named Queen Flora. That's no light line of history, that's not. What do you mean you don't understand what I'm talking about?

Why do you always entitle the letters with a quote from them? If you dare entitle my letter as "If, and only if, he has two cucumbers on his back, shall we be fed to the heinous scavenger of the forgotten wastelands" or any part of it, I will punish you with appropriate measures.

Why are you Brits so damn ignorant? I mean, surely Nathan White and Steve McGill must be the only persons left on Earth to think *Zool* is an ant? Save for our very own Altti Sjôgren and Harri Hohteri, of course. And not forgetting the whole of the MikroBitti team. Oh my goodness, will you look at that? And by the way, when is *K240* going to be published? I mean, you (yes, you!) stated that it'll appear in September 1993. It is now February 1994 and still no sign of the damned beast. And why did you exaggerate so much when every other mag mentioned December 1993? What are you, stupid or something?

Questions, questions, questions *(Snip! – Me)*, questions. Are there never any answers? See? *('See?'? – Me)* I have done it again. I personally Do tHink thE amiGa 500 is a prettY cool machine, especiAlly with one megabytE of memory. You don't need a CD32 for anything, do you? Except for an excuse for showing off with your really cool 'superscript'-type writing skills.

Finally, I'd like to disagree with one (just one) of your reviews. You seriously think you were going to get away with giving *Cover Girl Strip Poker* a staggering 6% in issue 13? It's vastly underrated. I think the game deserves 75% at least. It's good, especially when you change the filenames so that the girls are naked straight from the beginning. Surely a game doesn't have to be considered as utter crap only because it includes a few pictures of naked girls? Anyone would think the British government was run by maiden aunts.

So, until I become such a glorified mass writer as Stuart N Hardy, Ian Ritch, Robert Forsdyke, Dallas James Parker, Nathan White and (finally) Lars Erik Johnsrôd, good bye all, and may your dreams come true. And if they do, I can send you my glorious '*DPaint4* in the style of *Lemmings*' picture. Just you wait. Just I wait.

Yours very yoursly,
Joona Palaste, Finland

Sorry, Joona, but you completely lost us after "I finally got a letter printed". Better luck next time, eh?

"I'VE BEEN WONDERING ABOUT THIS ISSUE"

Dear AP,
This is an environmently friendly letter. I've been wondering about this issue for years, so I think it's about time I did something about it. As some of you might have heard, we have only got 10 years to save our planet. Now that the computer software industry is so extensive, I think some effort should be made to do something to go towards the struggle to save the earth. I have never seen anything in any magazine, game or demo that has made the slightest effort to put the green message across, and I think it is disgusting. If it wasn't for this beautiful planet that we live on, we wouldn't be able to enjoy playing computer games, would we? The least we could do is make an effort to encourage young, upcoming gamesters to love and care for our planet.

After all, if we don't repair the earth there won't be any young, upcoming gamesters, will there?

Me and everyone else who cares for the earth would appreciate it if you printed this letter.

Paul Japp, Surrey

Don't you remember Tony Crowther's Captain Planet game, Paul? Best advertisement for CFC aerosols we've ever seen.

"I AM THE MASTER"

Oi you bunch of snivelling *Cannon Fodder* addicts! Well i bet that got your attention arn`t you fed up with all these letters that start off by saying TO MY MOSTEST FAB MAG (DEPENDING ON WHAT THE COVER DISK CONTAINS THIS MONTH) SORT OF SHANDY DRINKING LAME TRIPE!

Well i`m glad i`ve got that out of my system and now i would like to reply to a letter from last month (NICE COVER DISK!!!) Mister S Bosanko (I HOPE YOU GOT THAT NAME FOR A BET) from West Midlands, you think that you like violence ha you couldn`t even lace your shoes up with out moral support, becuase when it comes to *Speedball II* i am the master i`ve left more opponents in need of surgery than the British Army (EVER!!). I`ve kicked butt since the days of the zx81 and have never looked back my ultra violent games play has destoryed the quivalent of a thousand Bismarks my trusty monitor is on anti depression tablets because of the blood curdling cries of agony it has witnessed, in order to make my Amiga more agressive i recently fitted the disk drive with a full set of renforced steel gnashers for the deadlest reponce to cowerdice from my opponets who try to remove the disk while i`m having trip to the MENS room so they can avoid even more humilation. So you can count your self lucky that i chose to write this responce and not deliver it to you (RIGHT DOWN YOUR THROAT AND PULL YOUR GUTS OUT TO SEE WHAT YOUR REALLY MADE OF).

Yours deadly, Dr S Froyd, Midlands

Don't try this at home, kids. DIY lobotomy is a difficult task and should only be attempted after months of intensive training. This has been a public service announcement.

RIVAL MAGAZINE winner

"THE MAGAZINE TO SCOTTISH POETRY"

Dear AMIGA POWER,
I am having a problem with the magazine, the problem being that the best reviewers (i.e. Stuart and Cam) have a style which suggests hard (but fair) opinions and kidney bowlfulls of reality, yet the magazine's art editor seems to persist in shoving 'bouncy', 'cheerful', 'hip', 'bright' and 'Brad-out-of-Neighbours-T-shirts' down our throats until we can chunder no more. I propose to dedicate the rest of the magazine to Scottish poetry and black-and-white colouring (contradiction?).

Yours sincerely, Tim Page, Alresford

We showed your letter to Sal, and she was so upset she went off and married Andy Dyer from out of Mega magazine. Show a little tact in future, eh Tim?

DO THE write thing

"IN LOVE WITH SOMEONE CALLED STEVE"

Dear AMIGA POWER,
This must be the first time I fell in love with someone called Steve. Has Sal really got married, or can I put my rope back in a locker until my next heartache?

I would really like to develop nice feelings towards more of your team, but seeing as faces and names change so often, I've lost some kind of comfort. Is it me getting soft and old, or were those first issues of AP really funnier? *(You're getting soft and old. – Ed)* At least in those days you could evaluate a game's appeal by the sole name of the reviewer.

I've thought of a way of communicating with those too young to know about *Blastthis* or *Takethat* back in the '80s, or too old (like me?) to spend days at the arcade corner. How are we to judge a game whom you qualify 'as good (or bad) as' such-and-such?

Well, take a bunch of games – mostly classics, but others also, as the point is in having a lot of them.

Have them marked by each and every reviewer of yours and publish those marks in a wide panel.

That way, we readers would know which reviewer we are most likely to agree with, because his/her tastes are a reflection of ours. Similarly, we would know how a 74% from Steve means an 85% for Stuart, or vice versa.

Even more! We could design a statistical tool by which the reader, answering a few questions about some classics he likes/dislikes, could compute his own mark based on those of your reviewers. Say, for example: "I am 30% Cam, 10% Stuart and 60% Jonathan, so I have an 82% chance of liking this game...." And so on.

Oh, by the way, I'm a statistician. I actually am unemployed. I also happen to like Amiga games. Would Steve The Publisher get my point? Whether he does or not, keep going, 'cos we definitely like you.
Marc Leotard, Brussels.

Thank you for your kind (if utterly bonkers) words, Marc. A quick straw poll of the office regarding your idea revealed the following: Jonathan gave your proposal a 40% chance of appearing; Stuart, 10%; Cam, 69%; and Steve, 81%. That gives it a 55% chance of being published as a future feature. Hope that's clarified things for you.

"COMMANDER/DANGEROUS KNOB, ER SORRY"

Dear AP,
I'm sorry, but after writing to you just two days previously, I feel a desperate desire to put pen to paper once more. So here goes.

What the hell is going on? What on earth are all these bloody conversions doing on the CD32?

Now with *Liberation* coming out on the 500, 600 and 1200 for God's sake, I have reason to believe that there is one, yes that's ONE! original game out on the mega-console, and what, pray tell, is that? *The Labyrinth of Time* – yes, the sodding *Labyrinth of Time*!

The reason I bought a CD32 was the enormous game-playing potential. The demo on the *Wing Commander/ Dangerous Knob*, er sorry, *Streets* CD even states – "Combine the graphics power with the mighty 68020 processor and the possibilities are limitless."

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"MY FELLOW MAN IS ONCE AGAIN ROSY"

**Dear AP,
The sun is shining, birds are singing, a tiny tear glistens on a baby's cheek, my view of my fellow man is once again rosy. There is good in the world. Not everyone is out to stab you in the back all the time. There are people who are here to protect us from the horrors that some would inflict. Yes, Stuart's review of *Microcosm* has restored my faith in humanity.**

I went to the Vision '93 show late last year and arrived at the stand where Commodore were busy plugging the new CD32. "Ah," I thought to myself, "let's see what this new machine can do." I eagerly grabbed a controller and pressed 'Start'.

"Oooh," I said, as I marvelled at the *Microcosm* intro sequence. "Ahhh!" I said, savouring the nice tunnel effect. "Oh," I said, as I realised it was just a naff version of *Space Harrier*. Not the best of first impressions, you must admit. And yet the hype went on. Edge magazine did a huge preview (ten pages, in fact), saying how wonderful the intro sequence was, how they made it, how Rick Wakeman's done twelve minutes of music etc etc. They mentioned the actual GAME about twice. Even the usually level-headed Amiga Format have succumbed, awarding it about 90%, but still admitting that they didn't think it was very good. They gave it a high mark as an encouragement, because it shows what the CD32 is capable of. Very philanthropic of them. The fact that most people use reviews as a buying guide, and that there's therefore an obligation to mark games on what they are worth, seems to have eluded them.

This is starting to sound like a one man vendetta, isn't it? Well, don't get me wrong – I've got nothing against Psygnosis. They've made some excellent games in the past. It's just unfortunate for them that *Microcosm* is a very good example of the nasty trend of packing a CD full of flashy graphics and sound and then forgetting to put a game in. I'm not trying to badmouth the CD32, either, as any new development in the Amiga world is to be applauded. Besides, the PC CD market is having exactly the same problems. Take *The Seventh Guest*, for example: nice rendered graphics, good sound, digitised actors, spooky atmosphere, and NO GAME, so consequently it has about as much entertainment value as reading the phone book.

Developers should realise that they are channelling time and money into the wrong things. "What are they?" I hear you cry. Well...

1) They shouldn't waste time creating flashy ten minute intro sequences. I don't care if it's got the best graphics in the world and shows the Second Coming. There isn't a person in the land who won't be sick of it after the third viewing. If I want to see state-of-the-art graphics, I'll go and watch *Jurassic Park*.

2) If I hear the phrase 'Interactive Movie' once more, I swear I'll projectile vomit. Why does it seem that all games developers are desperate to get into the film industry? Listen, if you want to make films, make films. Just stop trying to create a market where there isn't one. Games of this type are never going to be any good. The whole idea is inherently crap. Does anyone remember the 'Choose your own Adventure' books that were around a few years ago? They were based on exactly the same principle: read a bit, make an arbitrary choice, read a bit more, make another choice etc. Great fun... for about five minutes, before you get totally bored with having to re-read the first few pages every time you die. Of course, it didn't matter so much with the books – they only cost about £3, so who cared if they didn't last long. But if you have to pay £45 for what amounts to the same thing...

I read in a PC mag recently, "Imagine being able to watch Star Wars and then taking control of an X-Wing yourself during the fight sequences." And I thought, "But, if I'm watching the film, I don't want to keep interrupting it with some game. And if I'm playing the game, then I'm not going to want to have to sit through half an hour of Luke agonising about fancying his sister before I can get to the next level."

Now, I'm not saying that good graphics aren't important – of course they are (I've played a flight simulator on the ZX81, so I know what suffering is), but they're not the be-all and end-all. People often say that games were better on the C64 or Spectrum and I think they're half right. It's not that there weren't as many crap games around then as there are now, it was just easier to spot them, because as the graphics were uniformly bad, there was nothing to hide behind. I can remember playing lots of games that were nothing special to look at, and loving every minute, but I can also remember plenty of games with state-of-the-art graphics that were relegated to the back of my cupboard after a week. Good presentation of a game is important, but if the game itself is no good, then all the tinsel in the world isn't going to save it.

If the developers want to create games with amazing graphics, then they need to concentrate on getting the computer to generate them in real-time, rather than just reading off a disk what a supercomputer has taken days to generate – full freedom of movement rather than 'Choose your own Adventure'.

Perhaps all this is caused by the fact that the software industry is less personalised than it used to be. Most games now seem to be written by a committee. In some cases a development team is a good thing, using the best that each person has to offer to produce a very polished and enjoyable game (Bullfrog and *Sensible Soccer* are good examples), but this method of working can, just as easily, spawn a product that is technically very good but that is devoid of any enjoyment.

I think the biggest difference between now and the 'old days' is that people seemed to produce software because they had an interest in it, whereas now there appear to be a lot of people in the industry who are only in it to make money. I don't necessarily mean the programmers, it's more the people higher up the corporate ladder, who view games as just another way to get rich. They have the attitude that as long as the game looks good, and therefore sells, who cares if it hasn't got any longevity. When the public realise that all they are getting is glossily packaged rubbish and decide that they aren't going to waste their money anymore, the businessmen will find the next big thing to bleed dry. Record industry anyone?

**Oh dear, this has got rather serious, hasn't it? Sorry to rant on, but I think this is something that we all need to press the software companies on. Choose with your wallets. Support gameplay and don't be seduced by the shallow promises of graphics. Above all, listen to the reviews in AMIGA POWER.
Mike Faraday, Hants.**

We agree with Mike.

➤

DO THE write thing

PLUMMETTING CIRCULATION winner

"BRAD BURTON IN PARTICULAR"

Dear A Power,
CONGRATULATIONS – YOU'VE WON A PRIZE
That's right, you are one of our ten lucky Reader Survey winners, and we have the pleasure in sending you your games. Thanks very much for taking the time to let us know your thoughts, it's this kind of input which keeps us one step ahead of the rest as the world's best selling Amiga games mag (officially) *(Surely some mistake? – Ed)*, and Brad Burton in particular sendz his best regardz for your enthusiastic response to his section.

Anyway, thanks again for your thoughts. Keep reading and enjoy the games.
Paul Roundell, AMIGA ACTION, Macclesfield

Cheers, Paul. We, at least, will certainly keep reading.

Well, I haven't seen anything too great yet! Have none of the software companies got any new ideas that could only be produced by CD32 and not by an inferior machine? I should bloody well hope someone comes up with something soon, or once again, I'm threatening to take the flippin' thing back and buy a CD-i (and once again, I won't really).

So far, the only games which are CD32-only appear to have little or no gameplay (and I own *Labyrinth of Time* and *Dangerous Streets*, so I know, all right?), and the same looks to be true of all that's in the pipeline too, in the form of *Microcosm* and, er, well, that's the only other original game I can think of at the moment.

Look. Thus far, I have backed CD32 all the way (I even bought *Liberation* earlier today), but I already own a large bank of software, and I don't want versions of the same game on my 500+ and CD32.

If there are any softwarey people reading, please, for the sake of CD32's future, if nothing else, JUST BRING OUT SOME DECENT GAMES WHICH STRETCH CD32 TO ITS FULL POTENTIAL. Please?
Yours Tom Potter, Herts.

AP sympathises with your plight. The Labyrinth of Time *isn't an original game, either – it first appeared on PC CD-ROM. Unfortunately this situation looks set to continue for some time. When the Amiga first started making serious inroads to becoming a viable market, most of the games available were straight ports from the Atari ST – widely regarded as an inferior machine.*

The user base crept up, though, and that's why the Amiga is now the king of the computer game castle. Hopefully, history will repeat itself with CD32 and we'll see some decent, original, ground-breaking games sometime, er, soon.

"BY THE WAY, I ENJOYED JETSTRIKE"

Dear AP,
Just a small request re your April coverdisk, *Benefactor* and *Jetstrike*.

Please could you put it on the front of the mag if the game is not suitable for the A500 (1 meg) as it is both a disappointment and a waste of money to buy a mag/game and not be able to play it.

This may not be a problem for the people who read the mag before they buy it but I have not the time or the inclination to do this.

By the way, I enjoyed *Jetstrike* so all is not gloom and doom. If you find this note a bit boringly put together (after the wizkids) bear with me please as I am well the wrong side of sixty and my computer knowledge is limited to say the least. I am pleased with your mag on the whole as it has got me out of many a problem, so keep up the good work and don't forget to keep catering for the old has-beens as well as the modern lads.
Yours, Dogbiscuit Whitehouse, Beenham

Sorry, Dogbiscuit, but we didn't find out that Benefactor *wouldn't work on old A500s until it was too late (we haven't actually got one anymore, y'see). But we'll be more careful in future, and hey, it wasn't all that good anyway.*

"SWALLOWED IT IN OBVIOUS SATISFACTION"

Dear Stuart and Cam,
Thank you very much for the software you sent for my daughter – it is very much appreciated. She says that I should send you a big thank you but let's not get silly about this. I would, however, like to apologise for any inference in my previous letter which suggested that your personalities were in any way corrupt, flawed or maladjusted. I should point out that this was not a personal view, but was based purely on the corroborated testimony of 300 expert witnesses, and enough concrete evidence to build an extra lane round the M25. To make amends I would like to send you a personalised joke which is in no way intended to make up for you having sad lives.

Stuart and Cam were sitting in a restaurant one day counting their fingers when a man walked in carrying some magazines. He sat down at a table and proceeded to wrap one magazine in a pair of socks, one in a T-shirt, and one in a woolly hat. *(This is going to be an 'attitude' joke, isn't it? – Stuart)* He took a bite from the first magazine, chewed it for a while and spat it out in disgust. *(I think you're almost certainly correct, Stu. – Cam)* He then tried the second and again took a bite, chewed it for a while and spat it out in disgust. Finally, he tried the magazine in the hat. *(Here we go... – Stuart)* He took a bite, swallowed it in obvious satisfaction, and then demolished the whole thing – hat, magazine and all. As the man rose and walked out, Cam turned to Stuart and said, "I wonder why he enjoyed that magazine so much more than the others?" *(Poor-quality punchline alert! – Cam)* Stuart smiled and replied, "That's because it's AMIGA POWER – the only magazine with hat he chewed!"
Keep Smiling, Ian Campbell, Herts

That's the last time we send you any free stuff, Ian.

"I HAVE JUST SPENT THREE PARAGRAPHS"

Dear Kids,
Why is everyone so pissed off at the moment? Recent editions of Do The Write Thing have depressed me so much that I had to go and watch my Ivor the Engine video for at least an hour, until I cheered up a bit.

I realise that it must be terrible for you if your new game refuses to work (my *Cannon Fodder* crashes to the point of making the game unplayable, so think how I feel), but writing into a magazine about it won't help. If all the other readers knew how to fix broken disks we would be considerably richer than we are (and even then we wouldn't be much use to you).

Why not write about something entertaining for a change? Tell us something interesting, something new (it's not just a magazine – it's an education). I mean, Dammit Jim, I'm a reader, not an agony aunt.

I realise that I have just spent three paragraphs complaining about people who complain, but come on, I'm getting a bit fed up of Jones the Steam, and Dai the Station's tone of voice seems to be getting slightly more sarcastic every time I watch.
Yours realising-that-I-can't-think-of-a-'funny'-name-to-put-at-the-end-of-the-letter,
Ben Atkinson, Cambridge.

What's wrong with 'Ben Atkinson'?

"HOUSEWIFE WHO MANAGED TO GET ON"

Dear Commander Cameron,
How anyone can get bored with *Cannon Fodder*? I don't know. I have completed all 24 missions and enjoyed every minute of the game. I can't wait for *Cannon Fodder 2*. I am not one of your computer Wiz Kids, I am a 45 year old housewife who managed to get on the computer for a couple of hours in the evenings. It took me a month to complete. So, all you kids out there – if I can do it, come on. I still go on it if I can, doing my favourite missions.
Yours sincerely, Ann Williams, S Yorks

"A CERTAIN IRRITATING PART"

Dear AP,
I hope I am not breaking any secret rules here, but I would like to express my views on a certain irritating part of your magazine.

Namely 'The Other Hand' Box. Why must you have it? It either wastes space by saying exactly what the review says or complains massively about the mark given, leading to huge confusion on whether you should believe the review or not. Don't you think I'm right?
Yours irritatedly, Craig Hesmondhalgh, Blackpool.

Oh no. We've had letter after letter, over quite literally years, telling us that we should have every game reviewed by more than one person to give a more complete and balanced picture. So we try it for a couple of months and all we get is complaints. You'll be pleased to hear, Craig, that the experimental period for this particular idea has now expired, and the On The Other Hand boxes will once again disappear until they're actively required in the event of severe disagreements. Anyone who'd like to write in complaining that they actually liked them and want to see them reinstated, kindly get lost.

AND ANOTHER THING...

I will be much oblige if you kindly arrange to make me subscibe to your magazine.
Behzad Nakhoda, Iran

Er... okay. Subscribe, or we'll come round to your house while you're out and sprinkle icing sugar in your bed.

This is the first time I've ever had to book a game before.
P van Campenhout, Australia

Why do you call yourselves 'AP' if you're so against people calling themselves 'SB Smith' and the like? This is unjust!
Simon Collier, Tyne & Wear

Over the Easter holidays, I have been exercising my passion...
Richard Cherrett, Stockton On Tees

We don't wish to know about that, Richard.

I considered jumping off Blackpool Tower, but decided to write to you instead.
Andrew Edwards, Cumbria

We think that says it all, Andrew. See you next month, everyone.

THE BOTTOM LINE

The all-new improved Bottom line is here. Well, we've updated the All Time Top 100 scores anyway, so just think yourselves lucky. And we've added in the new games from last month (in blue). We're just too kind.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO

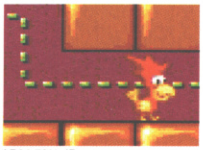
CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● JN– Jonathon Nash
LB – Linda Barker ● MR – Mark Ramshaw ● CL – Chris Lloyd ● RL – Richard Longhurst ● RP – Rich Pelley
● SC – Stuart Campbell ● SF – Steve Faragher ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

12 PEOPLE WILL COST YOU $ 61-20 PER MONTH

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view.
★★★

ALFRED CHICKEN
MIndscape £25.99



AP31 70% JD
One of the top characters from the Nintendo Game Boy survives the transition by becoming one of the Amiga's cutest characters. He clucks, he struts, he dives headfirst into the ground, but apart from these amusing poultry manoeuvres, Alfred's stuck firmly in predictable platform land, where bad guys hate it if you jump on their heads, and spiky balls twirl around on the end of long chains. Fun? Well yes, but in a fairly traditional sort of way.
★★★

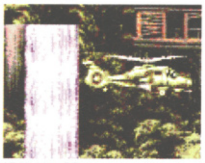
ALIEN BREED 2
Team 17 £29.99

AP32 81% CW
APATTOH 69
It's *Alien Breed 1* only bigger, better and much, much harder. From an overhead viewpoint you guide your character around a maze of futuristic buildings collecting instruments of death and destruction and using them on the aliens. Loud noises and lots of splatter and gore add to the fundamental enjoyment of proving your superiority to these alien scum. Eat Plasma death, bug eyes. It says here.
★★★

'ALLO 'ALLO CARTOON FUN
Alternative £24.99

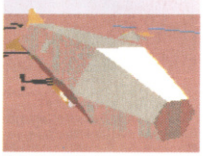
AP33 37% CW
Farcical french fun with all your favourites from the eponymous television show. Sadly the game is rather bland and dull with about as much humour as something that hasn't got very much humour at all. It's a platformer with naff gameplay, slow scrolling, over long disk accessing and no new ideas.
★

APOCALYPSE
Virgin £29.99



AP37 80% SC
Its *Choplifter* for the 90's. A straightforward and old fashioned arcade game. It's got pretty scenery, realistic little men to shoot and hostages to rescue and loads of different power-ups to collect. In fact, it conjures up the image of the best Vietnam movie you've never seen. There's only five levels and a limited number of strategies to employ, so it may not have the lastability expected of a game costing thirty quid, but you're not going to finish it overnight, that's for sure. ★★★★

ARMOUR-GEDDON 2
Psygnosis £29.99



AP37 57% CW
It's a tactical war game set in a post-apcocalyptic desert or something. You've got to race against time to avoid being slaughtered by a load of genetically deficient mutants from Dundee, or somewhere equally exciting as that. To avoid this embarrassingly horrific scenario, you've got to mine valuable ore that allows you to build tanks and other weapons systems. Control is icky and overly pedantic. Expect high marks from other magazines 'cos it looks good.
★★

BATMAN RETURNS
Gametek £14.99

AP36 15% SC
Mind-alteringly unpleasant beat-'em-up with appalling control and shoddy graphics. Harder than *Project-X*, but without the saving grace of being nice to look at, you'll never see level three.
★

BENEATH A STEEL SKY
Virgin £34.99

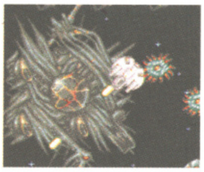
AP33 86% CW
AP Top 100 No. 42
This massive point and click adventure comes with a couple of features that are often lacking in this genre. The first is the amazing graphics, scanned from Dave Gibbons excellent artwork and the second is the tremendously good plot. Go ahead, immerse yourself.
★★★★★

BLADE OF DESTINY
US Gold £39.99

Realms of Arkania

AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLASTAR
Core £25.99

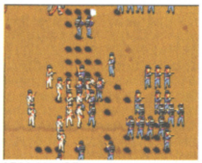


AP31 37% CW
Hailed by some as the future of video gaming, *Blastar's* an unfortunate mish-mash of tired game genres thrown haphazardly together with lots of gorgeous graphics. Flying around and shooting things was rarely so nice-looking yet completely tedious, and the whole experience is slightly less enjoyable than watching re-runs of the cult Australian '70s TV series Canoe Squad.
★

BLOB
Core Design £25.99

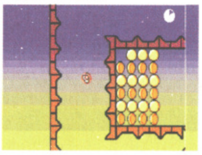
AP29 88% SC
AP Top 100 No. 41
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

THE BLUE AND THE GRAY
Impressions £34.99



AP36 66% SF
Everyday American Civil War wargame, notable only for a strange habit of always making one side much stronger than the other. Dull.
★★★

BOB'S BAD DAY
Psygnosis £29.99



AP32 85% CW
AP Top 100 No. 56
Original and great fun *Bob's Bad Day* is a puzzler with a difference. Bob loses his body at the beginning of the story (careless huh?) and his head has to go and find it. The game system involves spinning a maze around so that Bob's head rolls into the right areas. The sparse, nay, primitive graphics of *Bob's Bad Day* in no way detract from the novel and absorbing gameplay.
★★★★

BODY BLOWS GALACTIC
Team 17 £26.99
AP33 72% CW
Great graphics and loads of weird combatants do not really lift this game out of ordinariness. Weedy sound effects mean that you don't feel like you're hitting anything and, frankly, it's too slow.
★★★

BODY BLOWS GALACTIC
ENHANCED 1200 VERSION
Team 17 £29.99
AP33 79% SM
Three quid extra for marginally nicer graphics. It runs faster but then you bought an A1200 so that it would, didn't you? Worth a look for the unfeasibly strange contestants.
★★★

BRIAN THE LION
Psygnosis £29.99

AP37 42% SC
If you made a list of everything you hated about cute character platform games, then compiled another list of things you really really hated about platform games, you'd be shocked to realise that *Brian the Lion* possesses just about every single category on both lists. It's a shame really, Brian tries really hard to overcome the handicap, his platform world is beautiful and possesses some neat hardware tricks, but it's all to no avail. The lame gameplay is just too much for poor Brian to overcome.
★

BRUTAL SPORTS FOOTBALL
Millenium £25.99
AP32 88% SM

AP Top 100 No. 88
This excellent sports game is one of the variety that is viewed from the side with a pitch that is three or four screens wide. The scrolling is very smooth and the animations all extremely good. The object of the game is to score goals in a sort of Australian Rules Football set in a fantasy world. You have a choice of teams, including several intelligent animal ones. The twist comes in the quantity of violence, decapitation is a fairly common occurence. The control system is intuitive and extremely good, the choice of tactics almost unlimited. ★★★★

BUBBA 'N' STIX
Core £25.99

AP34 84 % CW
AP Top 100 No. 59
Redresses the shortage in the games market for inbred

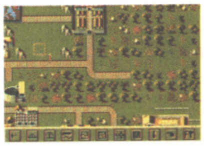
➤

morons from the deep South of America. Bubba is our eponymous hero who has to get back to planet Earth. To help him, he has an intelligent stick, which has the same kind of functions as a Swiss army knife. Both have got to battle through five levels of increasing difficulty. Superb animation and nice little touches put it way above the average game of this sort.
★★★★

BURNING RUBBER
Ocean £25.99

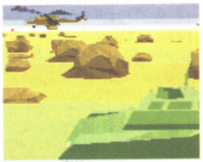
AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically a bit shabby, to be honest, but it's surprisingly good fun.
★★★★

CAESAR DELUXE
Impressions £29.99



AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans.★★★

CAMPAIGN 2
Empire £24.99



AP34 51% CW
Looked forward to with enthusiastic anticipation, this game proved to be the biggest let down since the failure of Chamberlain to save the Sudetanland. Gets bogged down by overly pedantic battle map graphic details and battle information flashes. Not so much an exciting modern wargame as an unworkable mess.
★★

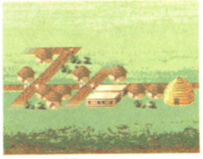
CANNON FODDER
Virgin £29.99

AP32 94% CW
AP Top 100 No. 2
The joint highest score we've ever given a full-price release. Tanks, helicopters, planes, grenades, guns, zoooom, bang, akka-akka-akka, you're dead, I'm not. Rush out and buy this smoothly scrolling death dealer and when you get home you can lead your platoon of grunts through all the horrors of modern warfare. Fine graphics and superb sounds will keep you gripped through all 72 levels of this massive charmer that combines elements of strategy, puzzle and arcade action. They say war will never be this much fun again, allegedly.★★★★★

CHAOS ENGINE A1200
Mindscape £25.99

AP34 91%
AP Top 100 No. 29
A1200 upgrade to the ubiquitously adored original. Not too much difference graphically or playability wise, but everything does tend to look 'zingier' and better defined. If you've got the original A500 version, it's not going to be worth your time rushing out and buying this. If not, then what are you waiting for.
★★★★★

CIVILISATION A1200
Kompart £34.99



AP34 89% SF
AP Top 100 No. 50
The game that everyone knows about except your mum. Build cities with which to build armies with which to strike down and conquer your enemies. Failing that, embark on a space race and compete against fellow races in a rather boring utopian vision of the world. Whatever you choose, *Civilisation* is an absorbing game made all the more beautiful with the AGA upgrade.
★★★★★

COOL SPOT
Virgin £29.99

AP34 85% SC
Pretty standard platformer with the accent on 'pretty' and 'standard'. Not as good as either of the console versions, but who cares about that anyway? The main character makes the game. He's Cool, he's got no eyes and no matter what you try to make him do, he always does it in an inimitably cool fashion. Yes, it's a cool game. ★★★★

COSMIC SPACEHEAD
Codemasters £25.99

AP33 78% CW
A highly cute and rather amusing adventure for the younger members of the Amiga game playing family. *Cosmic Spacehead* is a fairly typical adventure game with simplified puzzles for the young. The sections are broken up with a platform game as Cosmic races around trying to convince the occupants of his own planet that the Earth exists. ★★★★

CYBERPUNKS
Core £25.99
AP32 70% SM
Nauseatingly cute cartoon characters wander around killing aliens in a maze. Pick up objects, carry them around and, er, use them. Pick up guns, carry them around and, er, shoot things. There are five huge levels each with a myriad of different sub-levels. There are loads of power-up options that lend some interest to this otherwise tedious game. ★★★

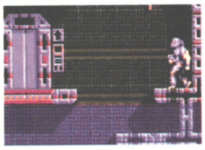
DANGEROUS STREETS CD32
Flair £25.99

AP35 3% SC
The leading name game on the new CD32 pack, but it could single-handedly destroy any credibility that the machine may have built up. Stunningly poor gameplay, stunningly poor graphics and stunningly poor sound. Alternative recommendations for use of the CD that the game comes supplied on are; burning, scratching, hammering and breaking.
★

DARKMERE
Core £29.99

AP37 69% JD
It's an RPG with no distinguishing characteristics other than pretty graphics. The main focus of the game though, rather than the pretty graphics, is the menu system which you use to issue commands and the like. The plot is weaker than standard RPG's (which are usually weaker than a weak thing) and that is basically the game's downfall. Staunch RPG fans will probably love it for the cute edible bunny rabbits. Everyone else will give it a miss.
★★★

DEEP CORE
ICE £25.99



AP32 54% SM
Very ordinary *Gods* rip-off set in the future with an unfeasibly large central character. Three sections, nine levels in each and lots of small sub-levels make this an enormously tedious game.
★

D-DAY
US Gold £29.99

AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.
★★

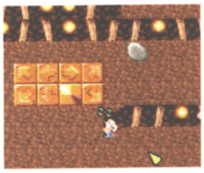
DENNIS
Ocean £25.99

AP34 8% SC
Impeccably impressive platformer. It's just that the impression it makes is one of utter disbelief that Ocean could foist such drivel on an unsuspecting public. Unsaving graces are the poor graphics, poor collision detection, poor design and poorer than poverty stricken gameplay. One to make you look at Ocean with suspicious menace
★

DIGGERS CD32
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it.
★★★

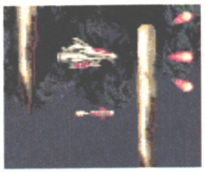
DIGGERS A1200
Millennium £34.99
AP31 72% TN



The CD32's first game makes it to the (relatively) humble A1200 without all the frills, and with a few modifications made following some constructive AP-type criticism. It's a game of alien worlds and mining, where you fight it out with a computer-controlled opponent in the tunnel networks that you create. It's complex and thought-provoking, but the odd pace of the game won't appeal to everyone, and the prospect of the game halting abruptly when your opponent finds enough gems is still infuriating. Compulsive or cack? You really need to see it first-hand to answer that one.
★★★

D/GENERATION CD32
Mindscape £25.99
AP32 90% SC
AP Top 100 No. 32
Apart from the fact that it uses the joypad to good effect, there's no difference to the original version at all. It's still brilliant though.
★★★★★

DISPOSABLE HEROES
Gremlin £25.99

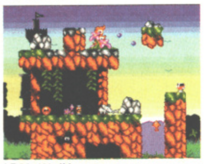


AP31 77% CW
The triumphant return of the horizontally scrolling shoot-'em-up? Well, sadly not, for although *D-Heroes* features some of the most splendidly awesome graphics ever seen, the chances are that most people are never going to see any of the video cameras, monsters and teeth that litter the levels. Why? Well it's all stupidly difficult, even on the easiest level, so you'd have to be some sort of gamesplaying messiah to prefer this over *R-Type 2*.
★★★

DONK
Supervision £26.99

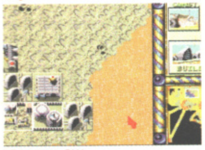
AP31 76% SM
Okay, so it's another platform game, but that's the bad news over with. *Donk* features not one, but quite literally a duo of Samurai ducks, who spin and run their way through massive levels for whatever reason platform characters do all that running and jumping about. As protection, he can don an egg shell, to get under low bits he can turn into a plain old rubber duck, and if you haven't got a friend, you can still play it as a bog-standard one-player platformer. And there are loads of crap bird-related jokes as well.
★★★

DOOFUS
Prestige £28



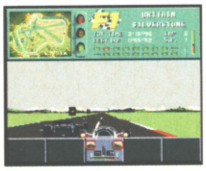
AP33 4% JN
Look, just don't bother alright. It got 4% and we don't do that lightly, whatever people might think.
★

DUNE 2
Virgin £30.99



AP28 91% CW
AP Top 100 No. 14
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about.
★★★★★

F1
Domark £25.99

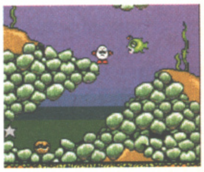


AP34 90% SM
AP Top 100 No. 16
Rewritten version of *Vroom*. Now includes a split screen two player option. Runs at a full 25 frame update in 'Turbo' mode on an A500 and an astounding 50 frame update on an A1200. Without doubt the fastest racer on the market. Gameplay and handleability are not sacrificed despite the speed. If you're in the market for a racer, or you're other racers are looking tired, buy this. It quite literally blows away the competition.
★★★★★

F117A
Microprose £34.99

AP33 86% SM
Not a huge amount of difference here from other Microprose flight sims, most notably *F19*. The F117A is a stealth plane and there are a range of missions to choose from and you fly about shooting people and buildings and all that. Still it looks lovely, it's fun to play and you feel really good when you complete a mission.
★★★★

FANTASTIC DIZZY
Codemasters £25.99



AP33 80% SC
Dizzy's as eggy as ever in this huge puzzling platformer. Unfortunately there's very little here that's original, and the game seems a trifle thin for the money. Fortunately the atmosphere's good and you'll be kept interested for a long time.
★★★★

FATMAN
Black Legend £25.99

AP34 A500 66% A1200 66% JD
Zany Hungarian platformer. Despite the humour, the game is blighted by the lack of inertia in the eponymous hero. Not very polished in the gameplay front and there's sure to be some tortured souls out there who'll take offense at the tastelessness of poking fun at fat people. We think that it's not quite a load of old tat, but it's definitely close.
★★★

FLASHBACK
US Gold £37.99

AP25 92% CW
AP Top 100 No. 26
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes.
★★★★★

FLY HARDER
Buzz £9.99
AP36 90% CW CD32 £14.99
72% SC

Great *Thrus*
included her
budget gam
good, and (b
CD32 game
floppy, thou
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chance.
★★★★★

FOOTBAI
Talking Bird

AP29 61% S
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★★★

FRONTII
Gametek £

AP32 A500
AP Top 10(
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qualities. T
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involved in
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there are v
the Empire
have very l
nowhere n
be.
★★★

FURY O
Mindscap

AP34 77%
AP Top 10
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invented f
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platform c
winner. M
the skills c
decide wh
Unlike *Los*
individual
switch bet
to travers
bonkers F
★★★★

GEAR
Hollywar
AP30 60%
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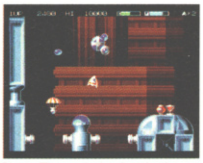
price. No
admittedl



Great *Thrust* derivative that's included here despite being a budget game because (a) it's so good, and (b) it's an original CD32 game as well. Get it on floppy, though, because it's so ferociously hard that playing it with keyboard is your only chance.
★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95

FILE ACTION TABLES OPTIONS
LEEDS 0
RANGERS 1
EUROPEAN CHAMPIONS CUP
DIVISION ONE

AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ,
★★★

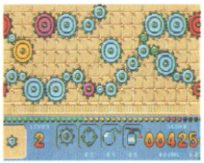
FRONTIER: ELITE 2
Gametek £34.99

AP32 A500 65% (A1200 75%) RL
AP Top 100 No. 100
Massive space adventure that is very much in the style of its predecessor but lacks the same totally addictive qualities. The graphics don't really cut it and the sound is fairly minimal. It is huge though and you get involved in the twisting story lines. All your actions have consequences and there are various factions such as the Empire and the Federation who have very long memories. Overall it's nowhere near as exciting as it should be.
★★★

FURY OF THE FURRIES
Mindscape £25.99

AP34 77% CW
AP Top 100 No. 65
Probably the dumbest name ever invented for a game. Despite that, the gameplay really makes this platform cum adventure game a winner. Much like *The Lost Vikings,* the skills of the main character decide what can and can't be done. Unlike *Lost Vikings* with their individual skills, the character can switch between skills and use them to traverse various obstacles. Crazy bonkers French game.
★★★★

GEAR WORKS
Hollyware £19.99
AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!)



fans of puzzle games.
★★★

GENESIA
Mindscape £29.99

AP33 JD 73%
The god-sim bandwagon is beginning to creak and groan with the weight of all these new look-alikes coming out. *Genesia* looks like *Populous*, plays like *Settlers* and has elements of nearly all the others. A plot twist involves a quest for seven gems that you send your knights out on when you start to get bored with building your city, but apart from that it's highly unoriginal. ★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

INTELLIGENCE REPORT
MILITARY PURCHASE
TROOP DEPLOYMENT
TROOP MOVEMENT
AIR OFFENSIVE
GROUND OFFENSIVE

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modem link-ups? Our reviewer thought not. ★★

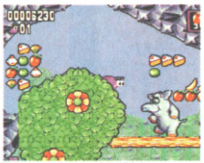
GLOBAL GLADIATORS
Virgin £30.99

AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'. ★★★★

GLOBAL DOMINATION
Impressions £34.99

AP34 67% CW
The boardgame Risk is the inspiration for this computer strategy game that feels like a boardgame. Like Risk the aim of the game is to build up armies capable of invading and holding onto other peoples' countries. It diversifies from Risk with the addition of movement limitations and army building restrictions. Despite this, it doesn't quite hold the same appeal as the age old classic and at £34.95 is globally overpriced.
★★★

GLOBDULE
Psygnosis £29.99
AP33 82% DG



The amorphous sticky blob as cartoon style platform hero makes an encouraging return in this huge game. There are loads of levels, it's instantly playable and very addictive. A thoroughly polished performance that lacks all originality. But hey, it's loads of fun. Besides, we like leaping around and sticking to things.
★★★★

GOBLINS 3
Coktel Vision £34.99

AP34 77% JN
Features some of the most appealingly useless characters ever seen in a point and click puzzler. Your role is more of a godlike overseer rather than any particular character, with your main task being to help Blount, the crap reporter research a story. Brilliant presentation peppered with beautiful animation and spot sound effect make this a non-stop comic bonanza which should have you laughing all the way to nowhere in particular, until you reach the bank that is.
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
AP Top 100 No. 22
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HEIMDALL 2
Core £34.99

AP37 79% SM
A 3D-Isometric RPG which despite the hype and overly high scores in certain other magazines, does nothing to push the bounds of this type of game; a major quest broken down into sub-quests which have to be completed before you can proceed. Some of the puzzles involved are simple, other are convoluted, and others are just downright impossible. It'll take a long time to complete, but doesn't offer enough to justify the exorbitant price of thirty five quid.
★★★★

HIRED GUNS
Psygnosis £29.99
AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game.
★★★★★

04-56FE Tesseract
MC 128-7 CIM
Mech, 6 years
Combat-infantry series

INNOCENT UNTIL CAUGHT
Psygnosis £29.99

AP35 81% CW
Psygnosis make an attempt at usurping *Monkey Island,* both for humour and likeability with their not so heroic hero, Jack T Ladd. Point and click adventure with some less than standard features, adds to the flavour of this inter-galactic romp. Your hero has only 28 days to cough up the equivalent of a planet's debt or else it's the equivalent of the Inland Revenue's Death Star. Recommendable.
★★★★

ISHAR A1200
Daze £29.99

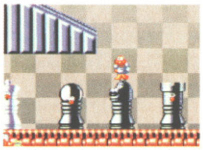
Thank you, little lads. Are you hiring ?

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar.* ★★★★

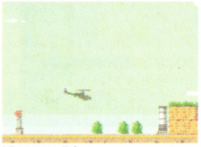
ISHAR 2
Silmarils £29.99

AP28 79% JD
AP Top 100 No. 60
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too.★★★

JAMES POND 2 ROBOCOD CD32
Millennium £29.99
AP32 45% SC
All very well in its day but on a brand spanking new format such as the CD32 this game looks old, tired and boring. No thank you.
★★



JET STRIKE
Rasputin Software £26.99



AP32 68% DG
A curiously nostalgic game that is reminiscent of mid '80s 8-bit games played on a Spectrum. You choose from a variety of planes and fly around shooting things, crashing into tall buildings and completing missions. The action is viewed from the side and the graphics are crap.
★★★

JURASSIC PARK A1200
Ocean £27.99

AP33 71% SM
Blockbuster graphics, b-movie gameplay. Rather like the film you roam around the park rescuing small children and fighting off scary dinosaurs. The 3D sections inside the buildings are far and away the most fun with some genuine surprises lurking round the corners.
★★★

K240
Gremlin £29.99

AP37 83% SM
Utopia got a good rating from AP first time round. *K240* is basically *Utopia 2*. And what an improvement over the original it is. *Sim-City* meets *Populous* set in an asteroid cloud in space. You're job, to mine and explore the asteroids in sector K240. This would all be hunky dory and rather dull, apart from the fact that there are aliens out there set on blowing your plans and asteroids to smithereens. Its a race to mine enough ore to build enough ships to go out there and push the enemies face in. And there's nothing quite like the feeling of destroying the enemy's asteroids, that's for sure.
★★★★

LABYRINTH OF TIME
Electronic Arts

AP35 CD32 47% CW
Imagine one of the most beautiful slide shows that you've ever seen on an Amiga. Then imagine a less interactive slide show. That just about sums up *Labyrinth.* You've got to save the earth or something equally as paltry and explore a connecting maze at the same time. Nothing can hide the fact that there's no gameplay, no atmosphere, and ultimately, no reason at all whatsoever to play the thing.
★

LAMBORGHINI AMERICAN CHALLENGE
Titus £25

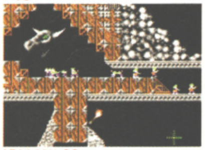
DAMAGE
DISTANCE
183

AP34 74% A500 80% A1200 SF
Crazy Cars 3 with a Lamborghini. Race over 15 different circuits dispersed over the whole of the US of A. Earn money by winning races and gambling on the outcome. Spend the money on upgrading the car with the usual run of the mill improvements like new tyres and gearboxes etc. It's not anything you haven't seen before, but it's still capable of firing you up on all cylinders.
★★★★

LEGACY OF SORASIL
Gremlin £25.99

AP36 80% SM
Look, it's *Hero Quest 2*, alright? Perfectly fine and fun RPG hack-'em-up as it goes, but why not try *Sabre Team A1200* or *Laser Squad* (still) for something a bit zingier?
★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



AP24 92% SC
AP Top 100 No. 20
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

LIBERATION: CAPTIVE 2 CD32
Mindscape £34.99

AP33 91% SF
AP Top 100 No. 33
The first game that really uses the CD32 to its full potential. Massive gameplay area, 4000 levels, hours of digitised speech and fairly horrible graphics (sadly). Guide your four androids around the city which is viewed in *Dungeon Master* style and, by picking up and following the clues, liberate the wrongly imprisoned.
★★★★★

LIBERATION A1200
Mindscape £29.99
AP36 89% SM
AP Top 100 No. 33
They said it couldn't be done, but A500/600/1200 owners with 1.3

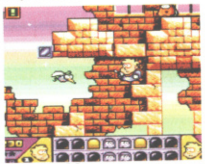
megs of free RAM can now play Tony Crowther's CD32 blockbuster from humble floppies. Apart from the sound, there's very little discernible difference between the CD32 and A1200 versions, and although the non-AGA machines simplify the graphics somewhat, the massive city with its captivating gameplay (cheers) remains pretty much intact.
★★★★★

MAELSTROM
Empire £34.99

SURVEY
MINE
CLOSE
PERSON

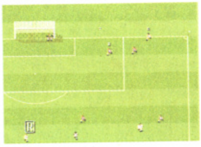
AP35 72% SM
A space opera management game which may well appeal to science fiction fans. Lots of groovy stuff in here to get your teeth into. You are overlord of the most strategic planet in the galaxy. The big bad empire are out to conquer you. You must defend yourself effectively or else it's curtains. Gameplay is somewhat hindered by silly names and lack of an undo feature on the options.
★★★

MAGIC BOY
Empire £25.99



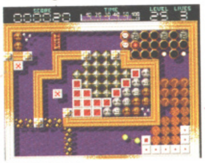
AP33 37% SC
We've seen it all before and we've seen it done better. *Magic Boy* is a very similar game to *Rainbow Islands*, only nowhere near as good. It's not all bad, it's got a few interesting bits and loads of secret rooms and all that, but the controls aren't too slick and the graphics are too small.
★

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS



Krisalis £29.99
AP36 62% (A1200 63%) SC
It's *Sensible Soccer*, but for *Kick Off* fans.
★★★

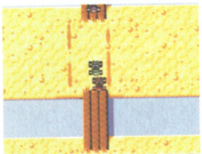
MEGA MOTION
Black Legend £9.99



AP35 75% SM
An original if somewhat hard to categorise puzzle game. 100 levels grouped into four difficulty types provides a nice balance for children and adults. Guide a Newtonian kinetic mimetic 'thing' to an exit. In between there are fiendishly placed obstacles and bombs in your path which have to be negotiated and blown up. The down side is that once a level has been completed, you're not going to go back to it.
★★★

MICROCOSM CD32
Psygnosis £44.99
AP36 44% SC
Hugely disappointing rehash of *Space Harrier* that's neither as pretty as we'd hoped or as interactive as we'd been told. The animated intro's impressive, but 45 quid is about a fiver for every minute's entertainment this'll give you before you get utterly bored.
★

MICRO MACHINES
Code Masters £25.99

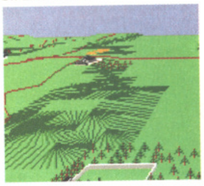


AP30 88% SC
AP Top 100 No. 17
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum.
★★★★★

MORTAL KOMBAT
Virgin £29.99

AP33 86% SC
AP Top 100 No. 27
Surprisingly excellent conversion that must make the Amiga version far and away the most playable and enjoying. Thrash, maim and destroy your opponents and move on up to eventually face the thing with four arms and finally the evil overlord, or something. Easy to control, good enough graphics and those exciting spurts of blood all add up to lots of fun, fun, fun, fun, fun.
★★★★★

NAPOLEONICS
On-Line £34.99

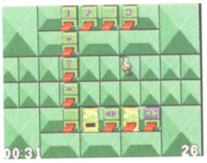


AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities.
★

NAUGHTY ONES
Interactivision £25.99

AP36 90% SC
AP Top 100 No. 47
A fabulously loveable single-screen arcade platformer following in the traditions of *Bubble Bobble*, *Parasol Stars* etc. Dozens of stages, formidable difficulty and lovely to play. Just the way we like 'em.
★★★★★

ONE STEP BEYOND
Ocean £19.99



AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS?
★★★★★

OSCAR CD32
Flair £25.99

AP32 51% SC
Dull, generic, derivative and thoroughly mediocre. *Oscar* has a few nice ideas scattered about its many levels but they are far too few and too far apart.
★★

OSCAR
Flair £25.99

AP31 66% CW
Yet another game that's hyping itself as THE game of the year, which means that it's got much further to fall when you knock it off its perch. Oscar's basically just a cute character to replace the slightly nauseous troll that featured in Flair's previous platformer, but apart from this cosmetic change, the gameplay's exactly the same as *Trolls*. What's odd is that in trying to make it look better, they've produced a messy playing area that hides baddies, and a game that generally suffers from that unforgivable platform trait of enemies re-appearing when you've killed them. Not by any definition a memorable game.
★★★

OVERDRIVE
Team 17 £25.99

AP31 46% SC
The game that's been hyped as the mother of all overhead racing games turned out to be a tad mediocre and not really worth the wait. This lacklustre attempt from Team 17 fares even worse because of the sheer wonderfulness of *Micro Machines*, which beats it on every count. Hands down.
★★

OVERKILL
Mindscape £19.99
AP30 84% SC
AP Top 100 No. 35
Fast and sexy A1200-only *Defender* derivative for slightly more exciting

anally-retentive psychopaths with dysfunctional personalities. ★★★★

THE PATRICIAN
Daze £29.99

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

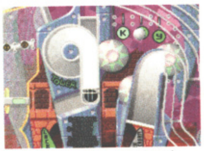
PERIHELION
Psygnosis £29.99
AP36 77% CL

Overwhelmingly orange RPG, a bit like a less-accessible version of *Laser Squad*. The graphics are pretty (in an orange kind of way), the onscreen text's a bit difficult to read (because of all the orange, probably), and the gameplay's a bit orange. Er, unoriginal. But it's okay. If you like, etc.
★★★

PINBALL FANTASIES A1200

21st Century £29.99
AP32 91% JN
AP Top 100 No. 10
Bigger, better, smoother, faster, wider, wittier, etc, etc. Well, the graphics are even more gorgeous anyway. ★★★★★

PINBALL FANTASIES CD32
21st Century £29.99
AP32 90% SC
AP Top 100 No. 10
Nothing much new here, a couple of extra tunes and more colours. It's still just about the dandiest thing you can



get for your new console though.
★★★★★

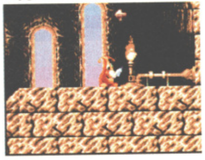
PIRATES! GOLD CD32
Microprose £29.99
AP 35 74% SC
Yo ho ho and a bottle of rum, pieces of eight and shiver me timbers are all

phrases which will slip off your tongue when you play *Pirates! Gold*. It's basically just a re-release of *Pirates!* with tarted up graphics. Despite the basic framework, it manages to hoist your mainbrace and rope you into its rigging. Certain aspects are unnecessarily tedious and the combat system is too simple. Despite that, it's still a jig of a game.
★★★

PRIME MOVER
Psygnosis £25.99

AP32 22% SC
Bad music, nasty noises, crap controls and years of boredom and frustration are yours if you buy this piece of motorbiking nonsense from 'ought to know better' Psygnosis – so don't. ★

PUGGSY
Psygnosis £29.99



AP36 40% SM
Puggsy? Crapsy, more like. ★

ROBOCOD A1200
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, *Robocod* is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, this is £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if your name happens to be Stuart Campbell, say. ★★★

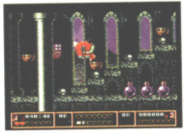
THE RYDER CUP A1200
Ocean £29.99
AP35 77% CW
The *Ishar 2* of golf games. You'd never guess it from the name, but this covers the annual tournament between the golfers of Europe and the loud-mouthed cap-toothed prima

donnas of America; the Ryder cup. The tournament inclusion lets you play with and against your friends in teams. Golf purists and other sensible trouser-wearers would probably be best advised to search out Nick Faldo's computer golf incarnation.
★★★

SABRE TEAM A1200
Krisalis £29.99

AP35 89% CW
AP Top 100 No. 45
A *Laser Squad* variant, but this time using real computer people. Not only does it look better than the aforementioned game due to the AGA enhanced graphics, it also plays better. Movement is now much quicker and a whole mission can be played proficiently in an hour or so. Considering the action, strategy and planning required, this is one game that will be greatly enhanced by the release of extra mission disks.
★★★★★

SECOND SAMURAI A1200
Psygnosis £29.99



AP36 89% CW
AP Top 100 No. 19
Different to, but not noticeably better or worse than, the ordinary A500 version. But that doesn't work on A1200s, so if you've got one and you want to play *Second Samurai*, get this version.
★★★★★

SECOND SAMURAI
Psygnosis £29.99

AP32 90% JN
AP Top 100 No. 19
After *First Samurai* comes, er, *Second Samurai*. And a jolly good platform game it is too. Crammed full of super sounds, gripping graphics, perplexing puzzles and enigmatic enemies it will take you an age to complete. There are three worlds, each with four levels and every new level is just that bit more difficult than the last, making for a classically addictive game. *Second Samurai* stands head and shoulders above the majority of boring platformers, it has all the obligatory features such as bonus rooms and bosses but somehow has more style.
★★★★★

SEEK AND DESTROY
Vision Software £19.99
AP32 79% SM
Putting you in command of an Apache helicopter this game is viewed from above and scrolls in every direction. Armed with a chain gun, Fire and Forget Air Rockets, Air-to-air intercept missiles, Air-to-ground missiles, Napalm and with

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variety of mi
fast, fun anc
got good no
★★★

SIM CIT
Infogrames

AP25 92%
AP Top 10C
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SIMON
Adventure

AP34 69%
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jokes and
adventure
messages
Grimm an
Everyone

SKIDM
Mindscap

AP34 78
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B-splines
all of thei
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and racin
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SNAP

Alternat
AP34 36
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the ability to call up an air strike when you need extra help, you have a variety of missions to complete. It's fast, fun and extremely difficult. It's got good noises and dull graphics. ★★★

SIM CITY DELUXE
Infogrames £29.99

AP25 92% SC
AP Top 100 No. 34
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format. ★★★★★

SIMON THE SORCERER
Adventure Soft £34.99

wizard has returned!

AP34 69% JD
Point and click adventure with a 'spot the fairytale' feel about it. Suffers from the usual 'interactive' pitfalls i.e. you spend a lot of time scanning the screen with the pointer to see if anything registers. Peppered throughout with utterly forgettable jokes and suffers from the early text adventure syndrome of 'can't do that' messages. Fans of the Brothers Grimm and CS Lewis may like it. Everyone else should avoid. ★★★

SKIDMARKS
Mindscape £24.99

AP34 78% A500 80% A1200 SM
Fantastic little racing game completely written in Blitz Basic. Race over twelve tracks generated using the painful sounding quadratic-B-splines. The cars have a character all of their own due to the number of frames used to draw them. A1200 owners are catered for with an AGA enhancement disk. Handling is good, and racing against several human opponents takes it to a new dimension.★★★★

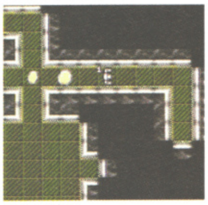
SNAPPERAZZI

Alternative £19.99
AP34 36% SM
Not good enough to be considered run-of-the-mill. This platformer puts you in charge of a demented looking tabloid reporter who has to snap celebrities for a living. The gameplay requires pixel perfect positioning and is further decremented by a nauseating colour cycling background. All in all, one to be missed even at the super soaraway price of £20. ★

SOCCER KID
Krisalis £29.99

AP29 88% SC AP Top 100 No. 64
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic. ★★★★★

SPACE HULK
Electronic Arts £24.99



AP31 76% TT
An atmospheric conversion of the popular Games Workshop board game that pits a load of heavily armed and armoured space marines (you) against a swarming mass of evil 'Genestealer' aliens (the computer) aboard decaying space ships. It's a sort of strategy combat game, where you plan your assault on an overhead map view, and then creep around the corridors in a first-person *Dungeon Master* view. It's derivative of half-a-dozen games, but still fun and playable. ★★★

STARDUST
Daze £16.99
AP33 89% SC AP Top 100 No. 23

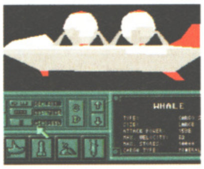
0004915
3400

Superb looking and eminently enjoyable *Asteroids* with a thousand more levels, features and enhancements. Great music synchs amazingly well to the action and gets you totally involved. Gorgeous graphics pour out of the screen and into your eyes. This beauty will keep you blasting away for hours and hours. So buy it! ★★★★★

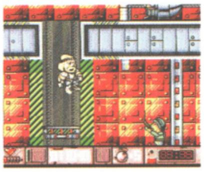
STAR TREK A1200
Interplay £34.99

AP34 62% DG
Even the most die-hard of fans will find this 25 year tribute disappointing. It's for A1200's with hard drives only. While this should have made the game nice and complex and able to run like a peach, it all comes down to the fact that the game is a series of mini adventures none of which offer enough to whet your interest beyond being slightly bored.
★★★

SUB
Thalamus £30
AP33 62% JN
A strategy game set in the aftermath of apocalyptic disaster. You control (can you guess?) a Submarine. You have to mine and trade and fight and generally rebuild your own miniature underwater civilisation. Sounds alright but it's all rather tedious unfortunately.
★★★



SUBURBAN COMMANDO
Alternative £24.99



AP33 62% SC
A mish-mash of various game styles with elements of shoot-em-up, beat-em-up and platform games. It's hugely derivative but not as bad as it could be. It stars Hulk Hogan too.
★★★

SYNDICATE
Electronic Arts £34.99

AP28 91% (A1200 93%) TT
AP Top 100 No. 9
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

T2 – THE ARCADE GAME
Virgin £25.99

TERMINATOR: ONE
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CREDITS 04
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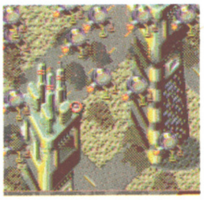
AP33 57% SC
It's a shooting gallery fest with all your favourites from the movie. Well actually it's all your favourite bits from the far future bit of the movie. Armies of terminators come storming towards you and you shoot them all. And, er, then armies of terminators sprint across the screen and you shoot them all. And, er, so on...
★★

THEATRE OF DEATH
Psygnosis £29.99
AP31 61% DG



There's something ever so slightly wrong with this control-squads-of-little-soldi ers-around-and kill-the-other-guys game. Maybe it's the awkward isometric graphics that make it look as if all the roads go uphill, maybe it's the annoying control system that involves switching between map screens and battle areas every few seconds, or maybe it's the amateurish gunfire effect that's little more than a line drawn between the soldier and the target. There's plenty of heavy weaponry and gore spread across loads of different playing areas, but it's no *Cannon Fodder*, is it? ★★★

THE SETTLERS
Kompart £34.99

AP32 88% A1200 90% CW
AP Top 100 No. 38
An absorbing economic simulation with cute cartoon characters? Well, yes. Build a castle, a butchers, a bakers, a farm, a windmill and a host of other buildings and watch the tiny inhabitants scurry around building, baking, butchering, farming and a host of other things. Then take over other settlers with your knights and you've won. ★★★★★

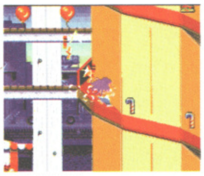
TORNADO
Digital Integration £34.99

AP35 78% 82% A1200 CL
Probably as in-depth as flying the real thing. There are well over 100 buttons to press, which when pressed will engage your terrain-hugging Tornado in some sort of aerial manoeuvre. There are several pre-programmed missions to be engaged in, but it's severely hampered by speed of frame update, even on an A1200. Still doesn't stop the level of attention to detail being both impressive and daunting. State-of-the-art pedantry. ★★★

TOTAL CARNAGE
ICE £29.99

AP37 10% SC
The *International Rugby Challenge* of coin-op conversions. It bears as much resemblance to the coin-op as a Centurion Tank does to Thomas the Tank Engine. It's impossibly difficult to play, collision detection is awful. There are numerous extra lives strewn around in a desperate attempt to keep you playing, but when all's said and done, it comes down to the simple fact that only the name gives you a clue to the origins or aims of the game. Give it a well earned miss.
★

TROLLS A1200
Flair £25.99



AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

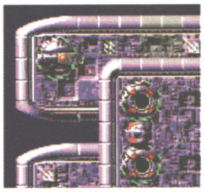
TURRICAN 3
Renegade £25.99

AP31 67% CW
Nah, they're not fooling anyone with this one. It's *Turrican 2* again, only with a funny new rope attachment that allows you to swing from platforms and leap bottomless ravines. If you liked *Turrican 2,* then the chances are that you'll like this, because it's the same game. If you didn't like *Turrican 2* then you'll hate this for all the same reasons. ★★★

TUBE WARRIORS A1200
Dynabyte, £25.99

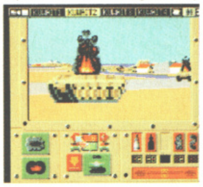
AP36 12% SC
Horrible beat-'em-up that makes about as much use of the A1200 as my granny does when she's going shopping. For vegetables.
★

URIDIUM 2
Renegade £25.99



AP31 78% SM
AP Top 100 No. 49
Andrew Braybrook's classic game of shooting the hell out of monster spaceships just got that little bit better, and that's about all really. The differences between this new version and the original are miniscule, with a small amount of vertical scrolling, and an all-round slicker feel, and although there's a new sub-game once you're inside the ship, it's fairly tiresome and dull and not really worth the effort. Not so much a sequel as version 1 point 2.★★★★

WAR IN THE GULF
Empire £29.99
AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of high-powered tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing. ★★★★

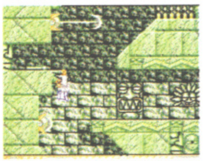


WIZ 'N' LIZ
Psygnosis £29.99

WIZ-00003250 ×28 BONUS

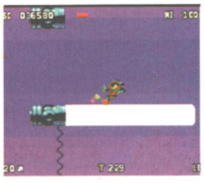
AP31 SC 78%
Deliberately aimed at the, erm, youth end of the market, *Wiz 'N' Liz's* confrontation-free gameplay tends to leave you wondering where exactly the actual gameplay is. With no baddies, and therefore no-one to kill or be killed by, you play a sorcerer racing to free bunnies, with time being your only enemy. Free the bunnies, collect words to form spells and, well, that's it really, but a competitive two-player option and a fantastically speedy pace make it quite fun. Surprisingly. ★★★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC AP Top 100 No. 37
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. The whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL 2
Gremlin £25.99



AP33 86% SM
It's good to know that there are platformers out there that look and feel good to play. The programmers of this beauty have really let their imaginations go and stretched the platform genre to its limits. Beautiful animations, stunning backgrounds and playability by the bucket full. *Zool 2* is well worth buying. ★★★★

the s

What is its secret? Step through the rose-covered portico and your life will be magically transformed into something rich and wonderful. Possibly.

SOFTWARE

● *Cannon Fodder* £15, *Jurassic Park A1200* £12, *Dune 2* £12, *Wing Commander*, *Mega-Lo-Mania*, *Their Finest Hour* £10 each. *Body Blows* £8. *Robocop 3*, *Railroad Tycoon*, *Mega Mix*, *JW Snooker*, *Space Crusade*, *John Madden* £6 each.
Johnathon Clifford
081-578-0112

● *Desert Strike* £15, *Celtic Legends*, *Jag XJ220* £12, *Ultima & Clue Book*, *Robin Hood*, *Gunship* £10, *Space Crusade* £5, all boxed originals with instructions. Offers considered. The lot for £65.
James Green
081-642-6536 (after 4pm)

● *Reach for the Skies*, *Beast 3*, *Lemmings*, *Another World*, *Legend of Kyrandia*. £10 each. Mint condition and boxed.
Mr Fida Gilani
071-237-7353

● *Ashes of Empire* and video £12, *Sim-Earth*, *Birds of Prey*, *Chessmaster 2100*, *Dragon Breath*, *Tilt*, *Project-X*, *Battlechess 2* £10 each or consider a swap.
Ken Abnett
0483-730833

● *Desert Strike* £17, *Putty* £10 (full price version), *S.E.U.C.K.* £5, or a combination of these, swapped for *Yo Joe!*, *Syndicate* or *Chaos Engine*.
Rohan Patel
081-360-0231

BB Galactic, *Zool 1200 version*, *Nick Faldo's Golf* £10 each, *Micro Machines*, *Goal* & *Sensi 93* £8 each. *Madden* & *Another World* £6 each. All originals inc P&P.
Chris Keithley
0473-658018

● *Fire & Ice*, *Magic Pockets*, *Outrun Europa*, *Robocod*, *SWIV*, *Afterburner*, *Xmas Lemmings*, *Alien Breed 92*, *Rick Dangerous*, *John Madden US Football*, *Jimmy White's* or swap any for *Sim-City Deluxe*, *Settlers* or *F117A*.
Rik Harris
0403-268914

● Software Bundle. 16 games including *Premier Manager 2*, *Heimdall*, *Adventures of Robin Hood*. Many sports simulations, £40 the lot.
Adrian Schmit
0446-781527

● *Desert Strike*, *Chaos Engine*, *Populous 2*, *Street Fighter 2* £12 each or £40 for the lot.
Andrew Tomlinson
061-301-5863

● *Sleepwalker*, *Harrier Assault*, *Curse of Enchantia* £10 each or £25 for the lot.
James Smart
0530-243604

● *Winter Olympics* £15, *Dune 2* £14, *Combat Air Patrol*, *Reach for the Skies* £12 each, *A320*, *Sports Masters*, *Zool A1200* £10 each, *Wing Commander* £8, *Lotus 2* £5, boxed originals.
Shaun Roche
0932-787821

● *Chaos Engine*, *Desert Strike*, *Ryder Cup AGA*, both Gooch games & others. Manuals, instructions, some boxed.
David Wood
0472-697996

● *Epic HD*, *Rome* and *Trivial Pursuit*. All originals, boxed with instructions. £10 each or £25 the lot.
Daniel Cooper
081-559-8831

● *Another World*, *Epic*, *Heimdall*, *Rugby – the World Cup*, *Premiere*, *Putty* and *SF2*, all £10 each or swaps possible.
Gavin Sweeney
0934-513311

● *Toki*, *Titus the Fox*, *Blues Brothers*, *SWIV*, *Striker*, *Rick Dangerous 2* £5 each, *Lemmings 2* £15, *Desert Strike* £10.
Aled Jones
0222-569314

● *North & South*, *Putty*, *Robocod 1+2*, over 25 other original titles. £5 each: plus Amiga mags over 60, £20 the lot.
Rachel Austin
0206-752069

● *Simon the Sorcerer* £20 as new. Will consider swaps.
Andrew Wright
0270-877451

● *Elite*, *Populous*, *BSS Jane Seymour*, *Tower of Babel* £7 each or swap any two for *Epic*, *Rome AD92* or *Superfrog*.
Jimjam Harding
0633-891340

● *Football Director 2*, *Footballer of the Year 2*, *Falcon*, *Federation of Free Traders*, *Star Goose*, *Football Crazy Challenge Compilation*, *Blood Money*, *Forgotten Worlds*, *Captain Blood*, *Lombard RAC Rally*, *Demoniak* £5 each or £50 the lot (all boxed).
Richard Alder
0602-400026

● *American Gladiators* – £12, *European Football Champs* £8, *Navy Seals* £6 plus loads more.
Paul Madden
0732-864527

HARDWARE

● Are you ready for this? Amiga 500, over 100 games, one year old. Sell for £180.
Stewart Royle
061-962-8314

● A500+, 1Mb, mouse, two joysticks, TV modulator, power pack, loads of games. £195 or £230 with external drive. VGC.
Stuart Hunter
0886-21593

● Amiga 1200, 80 meg HD, extra drive, two mice, two joysticks & 11 games. Excellent condition £400.
Terry Watson
0462-431722

● A1200, boxed games, external drive, X-CAD 2000, *Wordworth 2*, two years of mags and disks, joystick worth over £850, sell for £500 ono.
Shalimar Drew
0206-48769

● A500+, second drive, two joysticks, over 300 games, 1.5 meg, over 100 magazines. *Puggsy*, *Mortal Kombat*, *Frontier*, *Zool 2*, *Xenon 2*, *Uridium 2*, *Second Samurai* etc. £350 ono.
Jon Parrish
0263-788110

● Amiga 500+ (1 meg), 28 games including *Desert Strike*, *F1-GP*, extra drive, joystick, mouse, loads of other accessories, all boxed with manuals £300.
Kevin Kendal
0242-820 721

● A600, 2Mb, two joysticks, mouse, over £300 worth of software. Everything boxed as new – £250 ono.
Kevin Simpson
091-549-5744

● Supra 2400 modem with cables and manual. Great for downloading PD – £45 including postage.
Anthony Page
0454-321249

● CDTV for sale. Still under guarantee VGC – £260 ono. Phone after 5pm. Buyer collects.
Colin Aldridge
0633-277072

● Amiga 600, two Bugs, *Cannon Fodder*, *Settlers*, *Syndicate* plus many more. Also over 100 magazines & demos – £250 ono.
Tom O'Donnel
0582-458614

● Amiga 500, 1Mb, joystick, mouse, *Deluxe Paint* and several games. Includes all necessary leads – £170.
Marcus Burrell
081-390-1056

● Supra 2400 modem, V22 bis. Boxed as new for the Amiga, only £40.
Ian Jack
0209-821970

● Mega Drive, six games, mint condition. 50 magazines, all recent plus C64. Nearly 70 games, both boxed. Will swap for A1200 with games
John Mackie
041-636-1883

● Amiga 600, ten games. Still boxed as new, still under year's warranty plus joysticks – £300.
Steve Nosurname
0932-851040

● Amiga 500+, two joysticks, mouse plus accessories, £150 of games, inc *Alien Breed 2*, *Sensi-Soccer*, boxed in mint condition – £150.
Martin Railton
0207-591295

WANTED

● *The Settlers*, *Hired Guns*, *Knights of the Sky*, *Battle Isle 93*, will pay £15 for *Settlers* or *Hired Guns*. Consider swap.
Stephen Rennocks
0509-266511

● Please: has anyone got *Exile*, *Hawkeye* or *Terminator*. Any condition. All prices negotiable. Ring afternoon. Any day.
Daniel Waddington
0254-397840

secret garden

- *The Famous Five* – in good condition with instructions. Will pay £10.
Sheridan Fitzgibbon
0442-62546

- Has anybody got *Elite* for the A500? Will pay up to £10 for a copy in good condition!
Wayne Hepworth
0634-818599

- *Wings*. Money waiting for good original only.
Nigel Gurney
0788-542207

- *Jimmy White's Snooker*. Will swap for *Humans* or *Street Fighter 2* or *Bart vs the Space Mutants*.
Nina I Morris
0925-722420

- Disk HL7 for *Historyline*. Due to loss of my own. Cash paid or exchange *Trolls 1200 AGA*.
Dave Harris
0400-261633

- *Zool 2*, *Body Blows Galactic*, *Micro Machines*, *Skidmarks* and *Bubba 'n' Stix*. Will pay £10 for each.
Ryan Furness
0457-837586

- ST/Amiga Format issues and discs 1 to 8 plus 12 Amiga Format issues and discs 1 to 4. Amiga Computing issues and discs 1 to 7. Reasonable price will be paid.
Wilf Walker
0902-672991

- Will pay no more than £10 for either *Monkey Island*, *Putty*, *Lotus 3*, *Sensible Soccer*, *Lemmings 2*, *Road Rash 2*. Good condition if possible.
Rikki Begley
0202-529308

SWAPS

- *Putty* and *Pinball Fantasies (AGA)* for *Wing Commander* or will pay £7 for *Wing Commander*. Sell *Wordworth (AGA)* for £15.
Matthew Peyg
0564-793391

- Will swap CD32 *Whales Voyage* and *Fly Harder*. I want *Microcosm*, *Pirates Gold*, *Seek 'n' Destroy*, *D-Generation*, *Mansell*, *Labyrinth of Time* or *Bubba 'n' Stix*.
Dan Worthy
0934-852124

- *Gunship 2000*, *Flashback*, *Zool*, *Chuck Rock*, *Sink or Swim*, *MacDonaldland*, *Grand Prix*, *Super Off Road*, *Pit Fighter*, *Joe and Mac Caveman Ninja*, *Oh No More Lemmings*, *California Games 2*. All boxed originals for any decent games. No pirates or RPG's.
Terry Taylor
061-257-2160 (after 6pm)

- Will swap *Warlords* for *Chaos Engine* or *Powermonger*. Original with instructions only.
Sam Bridges
081-941-3904

- *Ashes of Empire*, *Barbarian 2* (Psygnosis), *Space Crusade* and *Voyage Beyond* for *Cool Spot* and *Mortal Kombat*. No Pirates!
Philip Lord
0623-643157

- I will swap my Mega Drive 2, ten games & three control pads for your A1200 with games and joysticks. (games are *Eternal Champions*, *NBA Jam*, *Zombies*, *Jungle Strike* and more).
Ian Thompson
0326-374328

- *Gunship 2000*, *Pipemania*, *Dune 2*, *Robin Hood*, *Frontier*, *Starfox* and *Secret of Mana* for US SNES. I will sell/swap for decent Amiga/US SNES games.
Indigo Chaudry
081-886-1257

- My *Premier Manager* & *Graham Taylor* for your *Champ Manager*. Will also sell for £7 each.
Michael Bennet
0247-878494

- My *Monkey Island 2*, *WWF2*, *Goal*, *Final Fight*, *Toki* for *Legend of Kyrandia*, *Curse of Enchantia* or *Man Utd Premier Champions*.
James Nute
0752-892974

- My *Body Blows* for your *Legend of Kyrandia*, *Sim City Deluxe*, *Walker* or *Syndicate*.
Chris Isgar
0934-712087

- Swap *Godfather*, *Cruise for a Corpse*, *Populous* and others for *Frontier*.
Mark Smitton
051-489-1818

- Swap *Syndicate*, *Zool*, *Chaos Engine* (all 1200) *F1GP*, *Flashback*, *Elite*, *Micro Machines*, *Goal*, *Epic* for *Dreadnoughts*, *Skidmarks*, *Settlers*, *Ryder Cup*, *Cannon Fodder*, *Steel Sky*, *Fire Brigade*, *Historyline*.
Chris Keithley
0473-658735

PEN-PALS

- **Hugh Winton**
6A Willowbank Road
Alness
Ross-shire
Scotland
I would like a male or female penpal. I've got an Amiga 1200. I like sport, Heavy Metal and drawing. 101% reply.

- **Billy Murphy**
c/o Miller 25F Pine Crescent
Johnstone
Castle Renfrewshire
Scotland PA5 OBX
Male/female penpal age 15-19 into Amiga games, football, PD. I have an Amiga 1200. 100% reply.

- **Anthony Camiller**
G,St
Francis Street
Sliema
Malta JLM05
16 year old Amiga maniac seeks pen friends from all over the world. Mainly teenagers (M or F) 100% reply. Interests; strategy and driving games, sims and basketball.

- **Philip Theobald**
12 Boston Grove
Leigh, Lancs
Penpal of the female species 12-14 wanted. Must have an Amiga 'Any'. Hobbies are sports, computers and having fun.

- **Paul Henry**
22 Huddleston Close
Woodchurch
Wirral, L49 8JP
Hi, I am a 17 year old A600 owner after a male or female pen pal to swap tips, cheats and gossip.

- **Alan Brotherhood**
66 Church Drive
Shirebrook, Nr Mansfield
Notts NG20 8RD
Amiga contacts wanted. It's a 100% reply to all senders.

- **Andrew Clairvoyant. Boyer**
221 Pield Heath Road
Hillingdon, Uxbridge
Middlesex UB8 3NS
Penpal wanted to swap games, tips etc – preferably male. 13-14 years A600 owner.

- **Alan Fleetham**
4 Skiddaw Avenue
Maryport
Cumbria CA1 56X
M/F penpal wanted to exchange software, tips & cheats. My interests are trucks, computers and music. 100% reply to anyone in UK.

- **Noman Asif Siddiqui**
PO Box 8201
Jeddah
K.S.A. 21482
I'm 15 years old and looking for a penpal. Age 14/15. Interested in computers, sports and reading 100% reply.

The Secret Garden is yours to use for free – but it is not for use by profit-making organisations or public domain libraries, so you're wasting your time writing to us – understand?. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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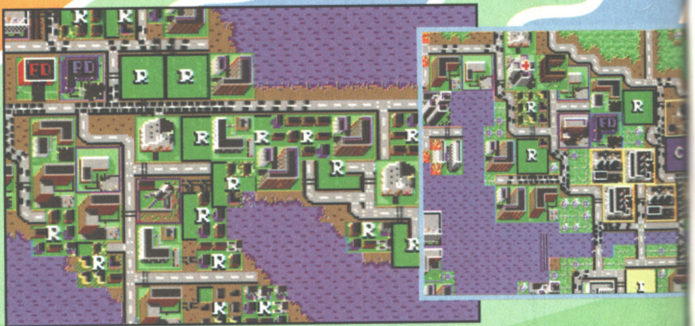
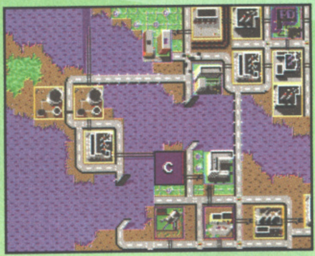
WISH YOU WERE HERE

Over the last few months we've dazzled you with many exciting and interesting vacations for the price of a new suitcase. We've given you the chance to paddle in the fatal seas of the *Rainbow Islands*, to put together a *Syndicate* with your mates, and even to explore the secrets of pirate's treasure in the Caribbean on *Monkey Island*. But some of you might want something a bit more normal, a bit less exotic, a bit more, well, day-to-day. If an urban-based experience is what you're after, then enjoy a completly buildmungous holiday in...





NO. 5 SIM CITY

Take a stroll around your town. Admire the herbaceous borders and sweeping, well-manicured lawns. Gaze at the concrete-and-rubble-strewn urban wastelands, testaments to the decline of heavy industy in Britain. Take a bus to the edge of town and wander through the open fields that provide grain for cattle and wheat for flour, and the dense woods consisting of ancient beech, oak and yew.

Each and every one of these sites could be turned into your very own *Sim City*. All it takes is a fleet of JCBs, a hundred or so fat blokes in plastic construction helmets and a complete disregard for the ecological damage you're about to wreak. With just a few hundred grand to start you off, any or all of these iconic English views can be savagely turned into a building site within hours. Now, without getting all hippy and Zen about it: *Sim City* isn't a place, it's a state of mind. You dig?

HOW TO GET THERE:

On the *A-Train*, natch.

CLIMATE:

There's a funny thing about cities that you've probably noticed – the weather hates you. It knows if you've gone to London on a day trip, and starts off cold so you take your thickest jacket. Then it deliberately nudges up the temperature so high that you're forced to sweat in your trainers, carry your jacket around and queue for hours to buy a can of Pepsi from some shark kiosk vendor who charges you a fiver. It rains on you in the morning, then as soon as you get to work, it's bright and sunny, and if you wear that new white shirt, it's windy and you get covered in dust and diesel fumes. These are the immutable forces of nature, and so these are the way things are within the boundaries of *Sim City*. If you don't like it, blame Michael Fish and his evil hordes.

LOCAL AMENITIES:

Well hey, this is what it's all about – whatever you want, you simply build. If you want houses and offices, then bung them on the map. If you want to give your city that Simpsons feeling, just construct a dodgy gas-cooled nuclear reactor in the centre of a housing estate. For more of an Edward Scissorhands look, go for acres of identical suburban streets. And to attain that elusive Bill and Ted, Beavis and Butthead, Wayne and Garth ambience, simply build a huge shopping mall. Sports facilities? No problem – just construct a stadium or two. Airports? Shipping ports? Pick a spot and slap them down. It really is that easy – providing you've got the cash of course.

FLORA AND FAUNA:

Animals are rare (apart from rampaging sea monsters of course), but there are quite a few swamps lying around. Now there're two possible reasons for this:

1 *Sim City* is built on alluvial deposits covering a syncline (or downward fold) of impervious rock strata or clay. This means that precipitated water can't drain very far into the ground, raising the water table to a point where the thin covering of alluvial deposits are saturated, and ground water collects due to inadequate drainage. Either this or...

2 They've been put there to make the game harder.

BEACHES:

Complete with added mercury, effluent and methyl iso-cyanates, beaches near a major industrial conurbation are there to admire. Preferably from a long way away.

ENTERTAINMENT:

If you're barmy enough to want to go to a city for your vacation, then you'll probably get a kick out of the following:

Water pollution, rats, muggings, tornadoes, dodgy takeaway food, earthquakes, cockroaches, nuclear meltdowns, random driveby shootings, pavements clogged by refuse bags, roads clogged by angry and unsympathetic motorists, air clogged by carbon particles and ground level ozone, floods, fires, air crashes and giant monsters rising from the ocean to ravage the city.

Well lucky you, because *Sim City*'s got pretty much all of the above. Of course, since you view everything from several hundred feet up in the air, you only get to see the major events, which is cool. After all , who wants to see plastic bags full of rotting trash close up? Not us, that's for sure.

ACCOMODATION:

Modern cities, we love 'em. Every type of accomodation's available, from a £400-a-night hotel room to a sleeping bag covered with newspapers in a doorway of a shop. Take your pick.

TRANSPORT:

Cars, trains, ships, aeroplanes – *Sim City*'s got the works. Of course, if you don't design everything properly then you're going to end up with a massive gridlock jam, but that's half the fun. Are we right, or are we right?

COST:

Considering a garage in the centre of London costs anything from £20,000, Hit Squad have managed to get the cost of an entire new city down to an amazing £14.99, so maybe the financial pundits are completely right about the property slump.

Like all those flashy holiday programmes on TV that offer you holidays you can't afford, Wish You Were Here has reached the end of its current run. No doubt it'll be back in the autumn, but meanwhile we're busily concocting a fiendish plan to fill this page for the months to come. Tune in next time to discover what our twisted minds have evolved.

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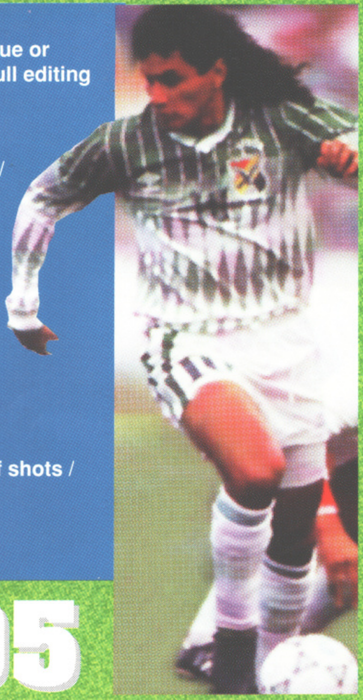

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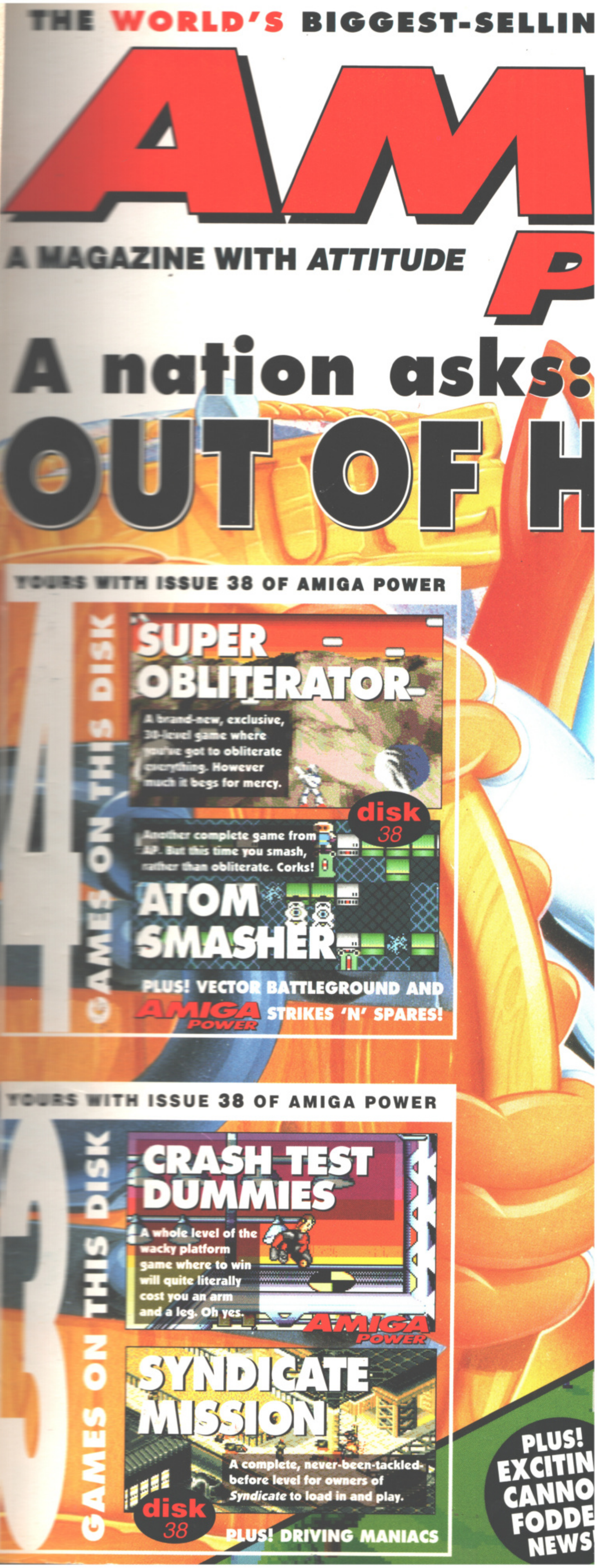

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